

# “Jelly Beans Have Power”

## 1042-250

### Network Pitch Board

Date 01/28/16

- ☒ Board Team Final
- ☒ Network Approval Board 01/28/16
- ☐ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by  
Pendleton Ward

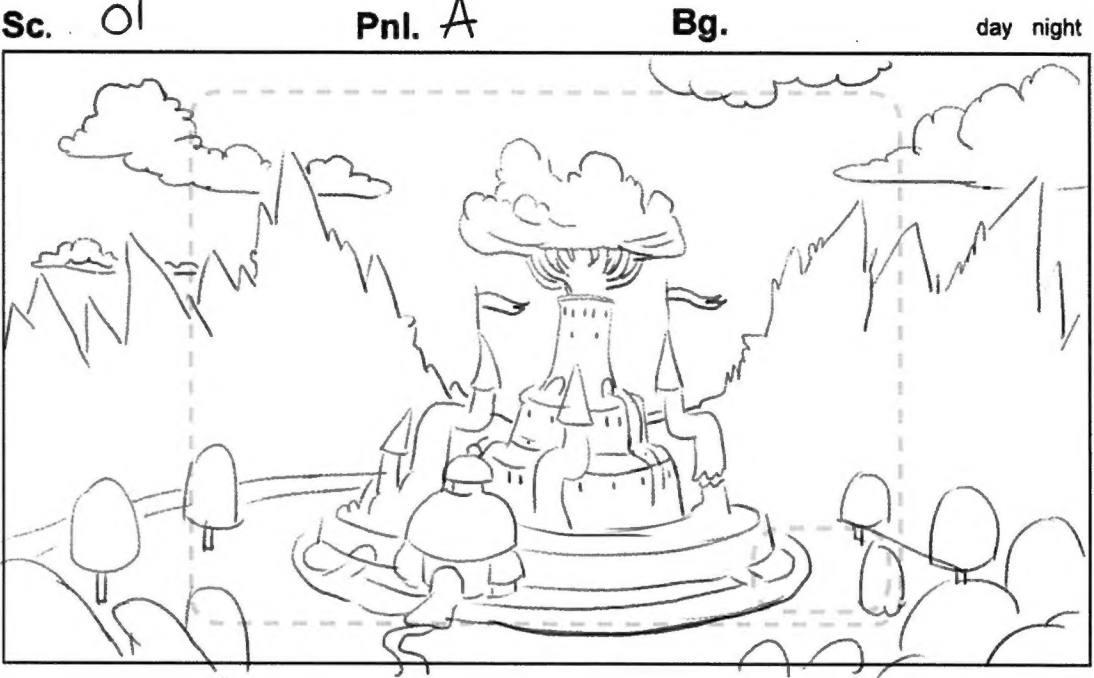
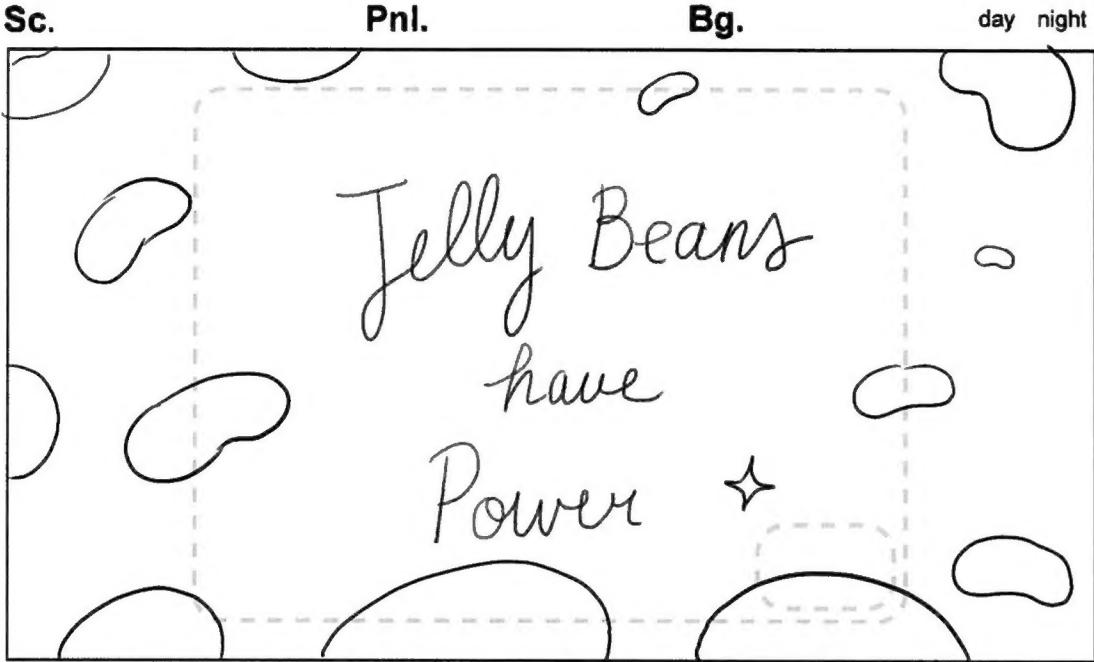
Supervising Director  
Elizabeth Ito

Storyboard by  
Aleks Sennwald &  
Hanna K. Nystrom

Animation Studio  
SAEROM



ADVENTURE TIME



Dialog:	SFX: *SPRRRT! * SLIME PRINCESS : HA HA HA HA... (0/5)
Action:	-Outside shot of Candy Kingdom
Timing:	

1042-250

EPISODE #

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



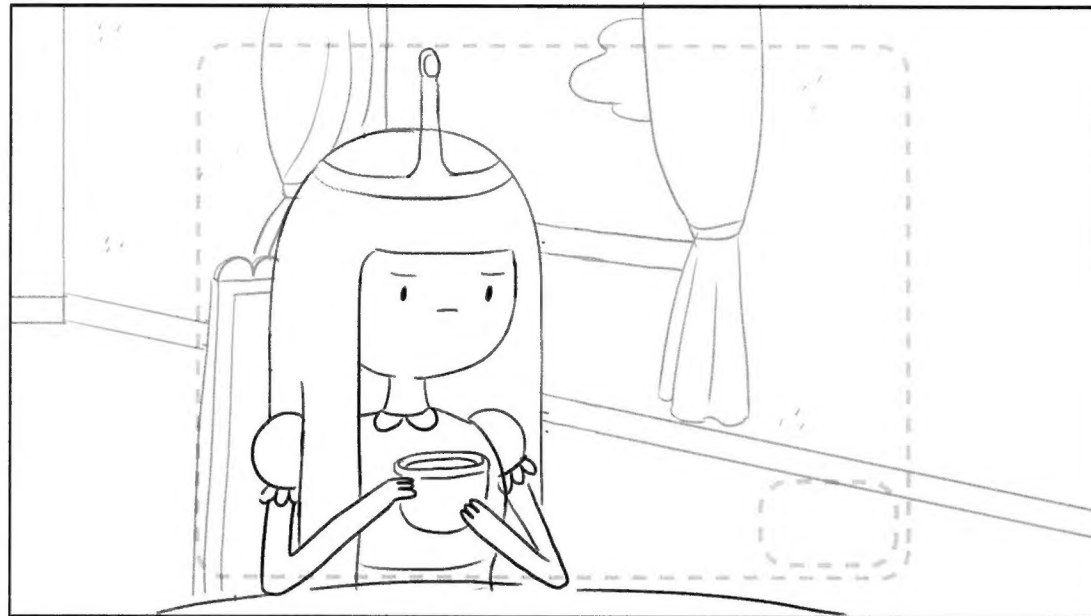
Page 12

Sc. 2

Pnl. A

Bg.

day night

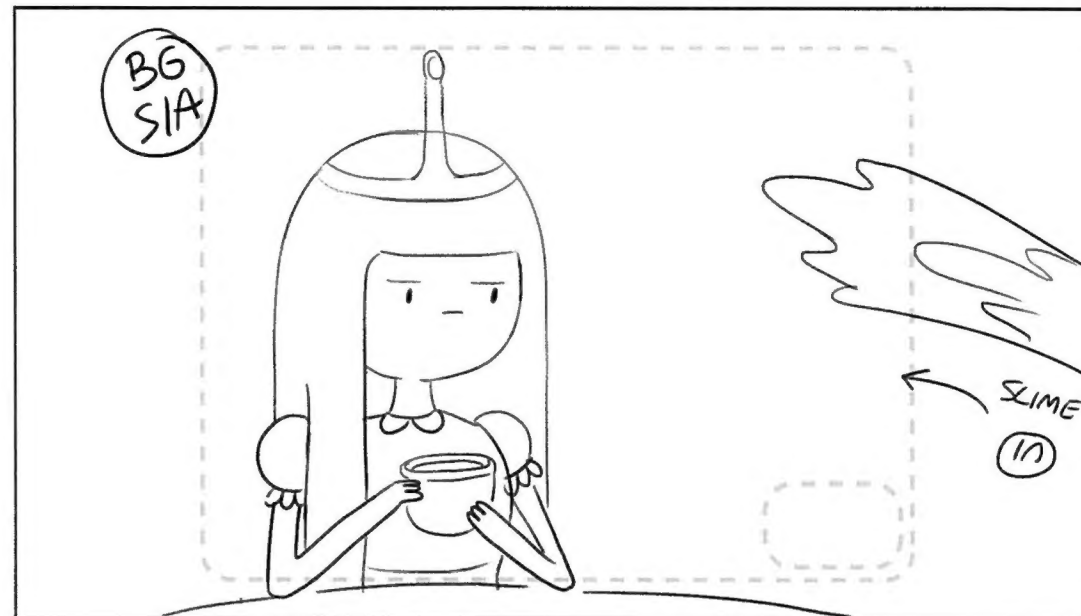


Sc. 2

Pnl. B

Bg.

day night



Dialog:

SP: ... AND THEN I WAS LIKE --

SFX: \* SPRRRRT! \*

Action:

- SLIME JET SHOOTS ON/S.

Timing:

Production :

EPISODE #

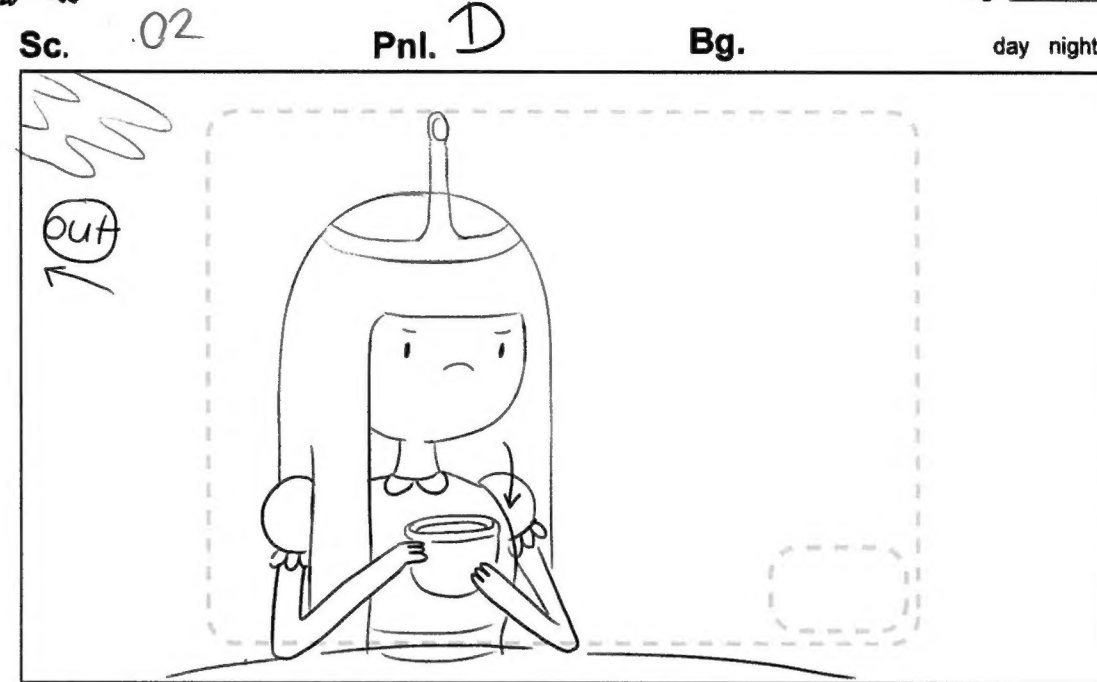
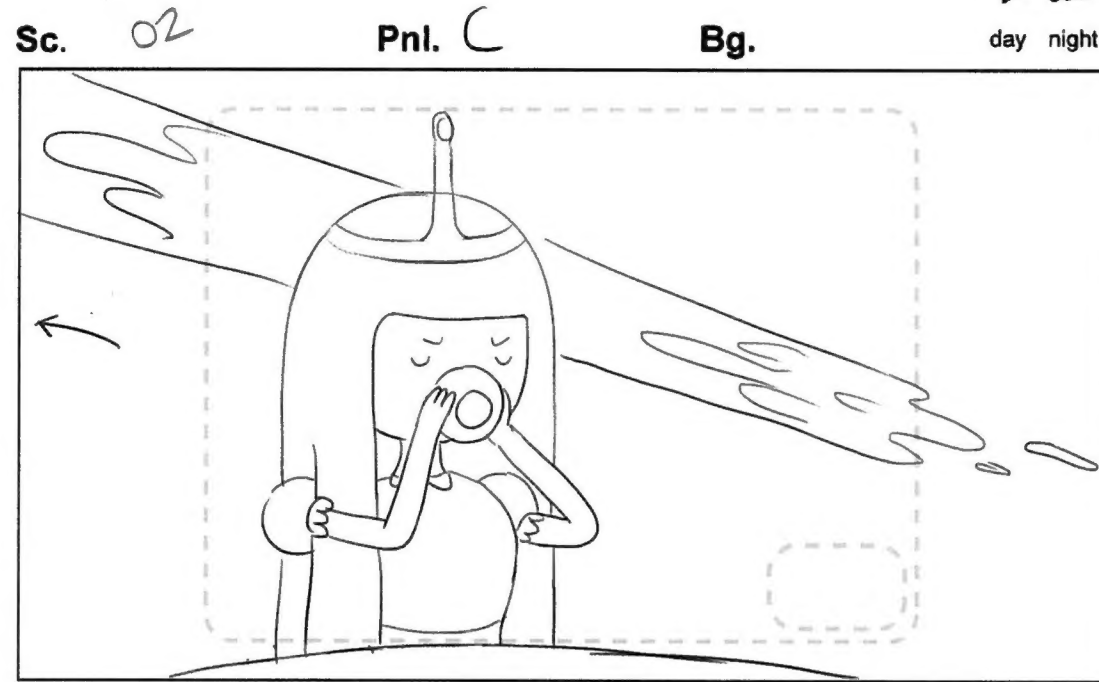
1042-250



# ADVENTURE TIME



Page 03



## Dialog:

SP: there's a slime and place for everything.  
(O.S)

SP: And they were all --  
(O/S)

## Action:

- SLIME JET CONTINUES THROUGH SCENE.

## Timing:

1042-250

EPISODE #

Production :



# ADVENTURE TIME



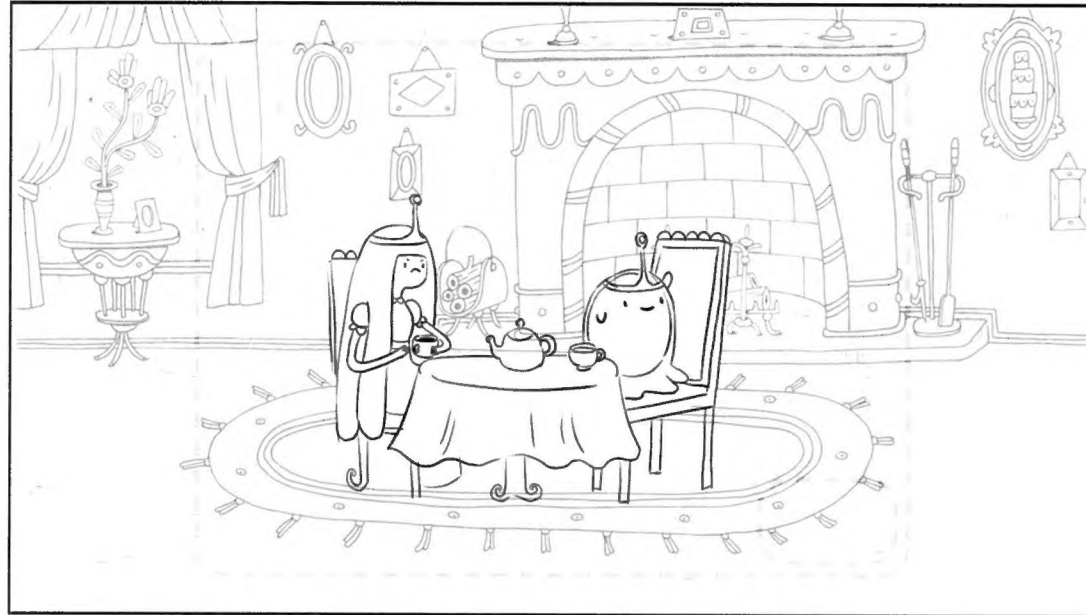
Page 04

Sc. 3

Pnl. A

Bg.

day night

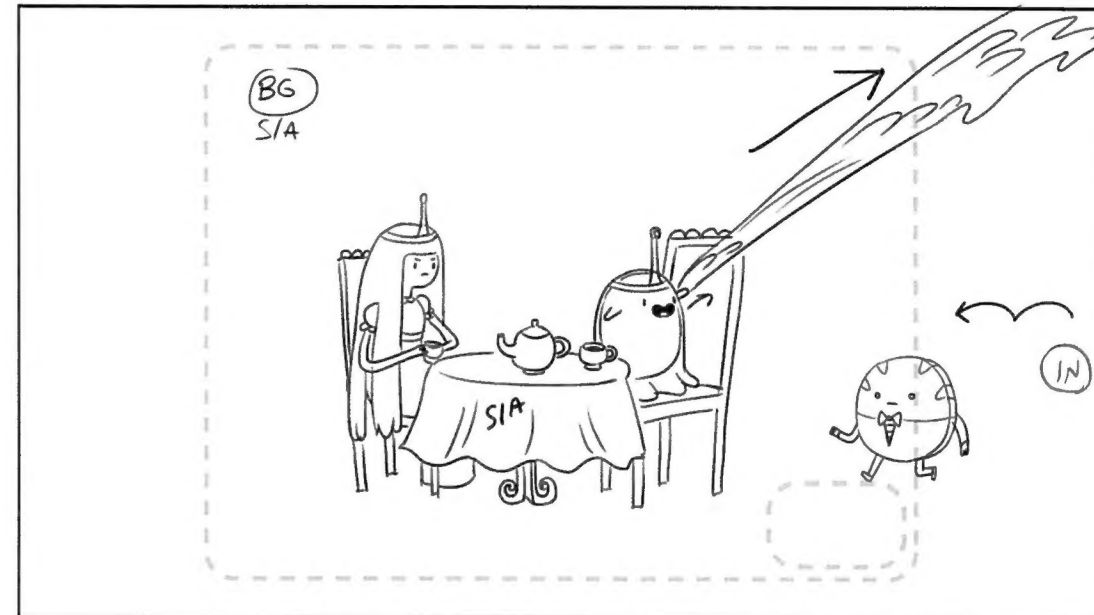


Sc. 3

Pnl. B

Bg.

day night



Dialog:

SP: OMG, SO COOL!

SP: YOU'RE THE GREATEST  
slime elemental everer.

Action:

-SP SHOOTS ANOTHER SLIME JET.

-PCP-BUT WALKS ON/S.

Timing:

1042-250

EPISODE #

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

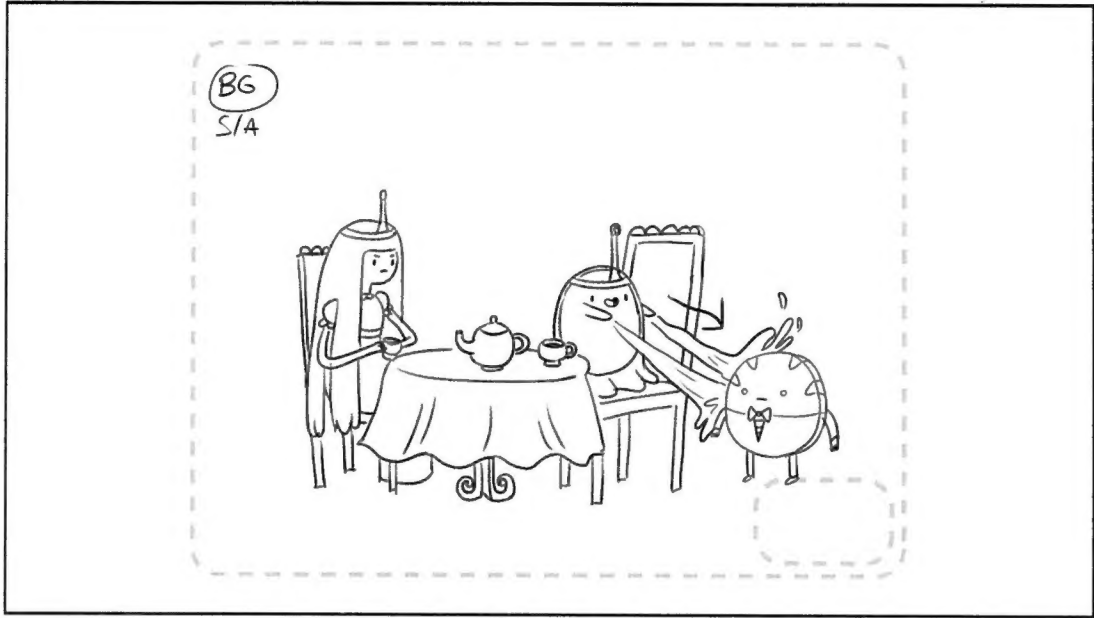


Sc. 3

Pnl. C

Bg.

day night

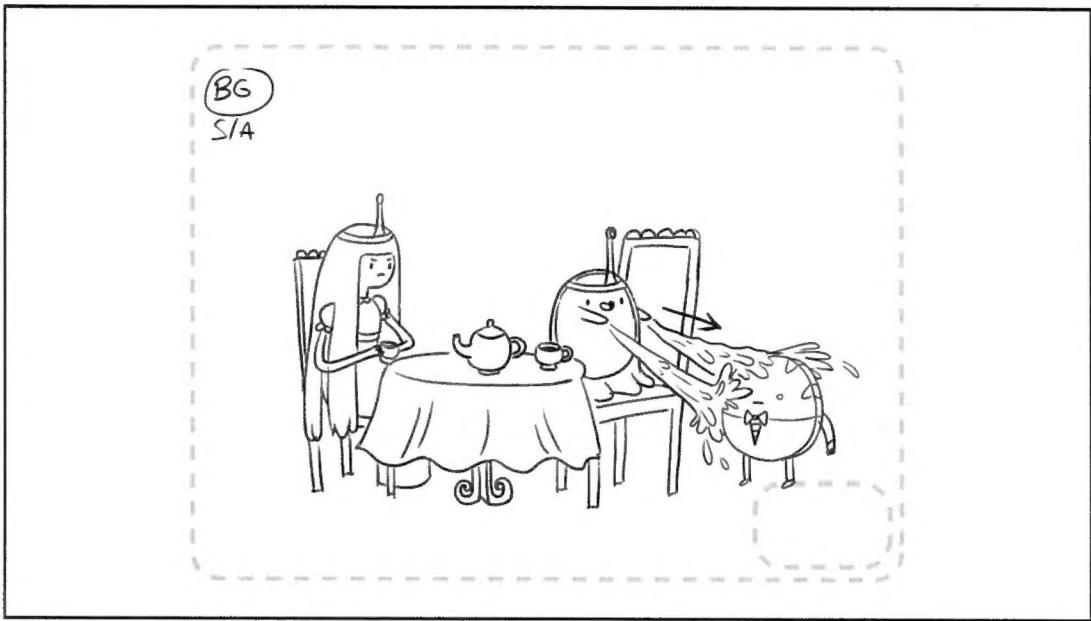


Sc. 3

Pnl. D

Bg.

day night



Dialog: SP: Too bad you didn't invite Flame Princess and Patience ST. PIM --

SP: To this party celebrating my new powers!

Action:  
— SP slimes PepB

Timing:

1042-250

EPISODE #

Production :



# ADVENTURE TIME



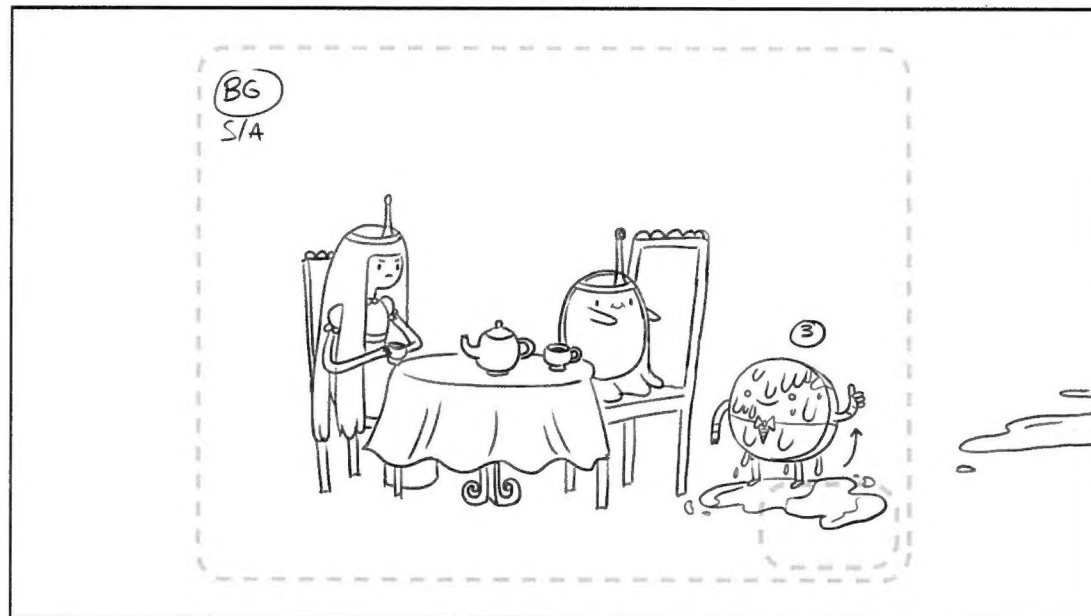
Page 06

Sc. 3

Pnl. E

Bg.

day night

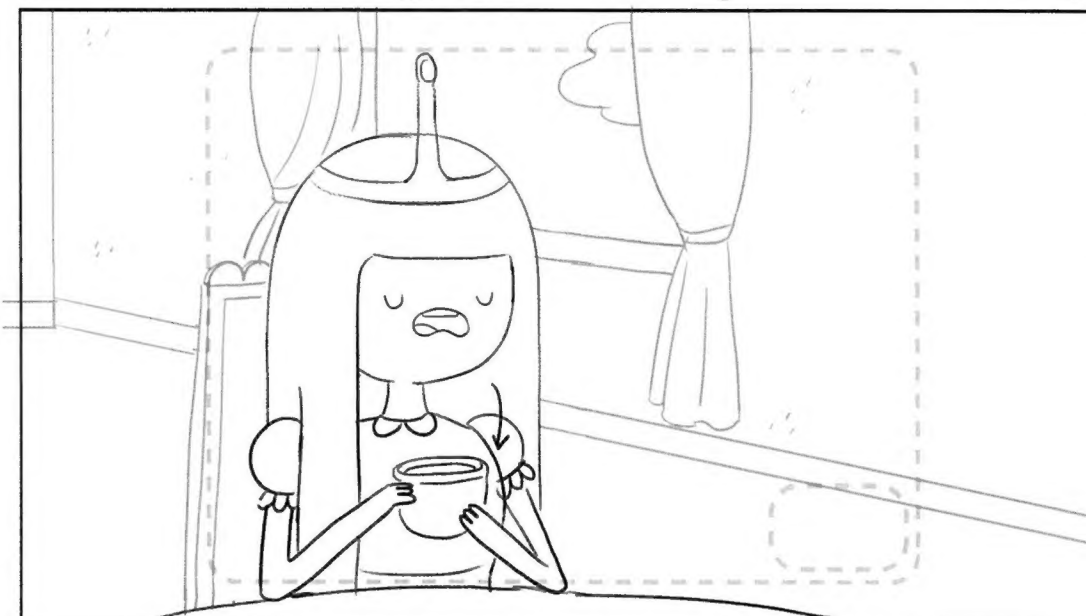


Sc. 4

Pnl. A

Bg.

day night



Dialog:

PB: It's not to celebrate --

Action:

- PEP BUT GIVES A THUMBS UP.

Timing:

1042-250

EPISODE #

Production :



# ADVENTURE TIME



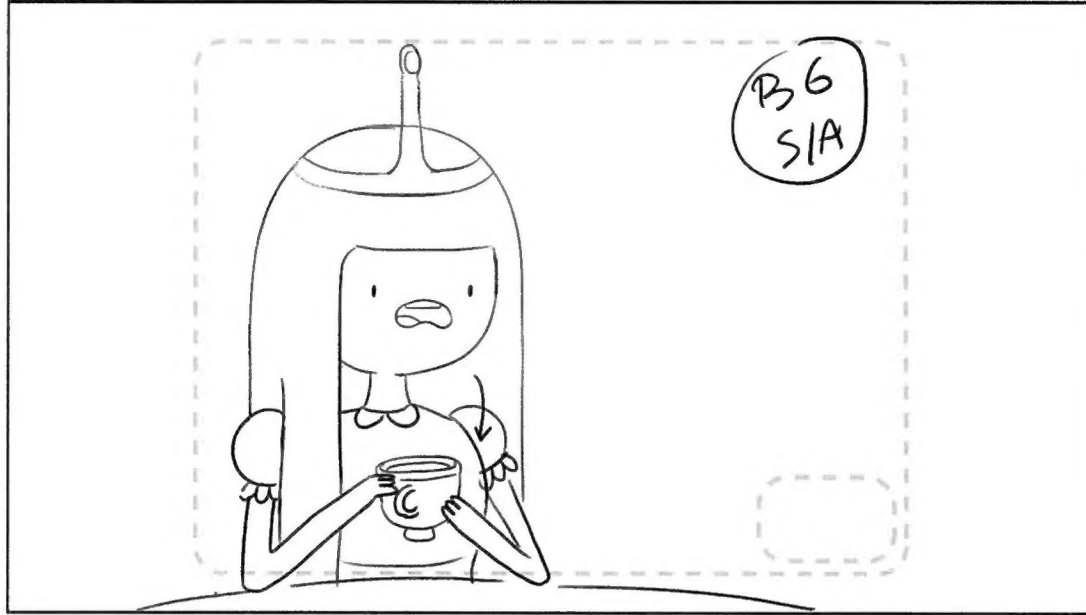
Page 07

Sc. 4

Pnl. B

Bg.

day night

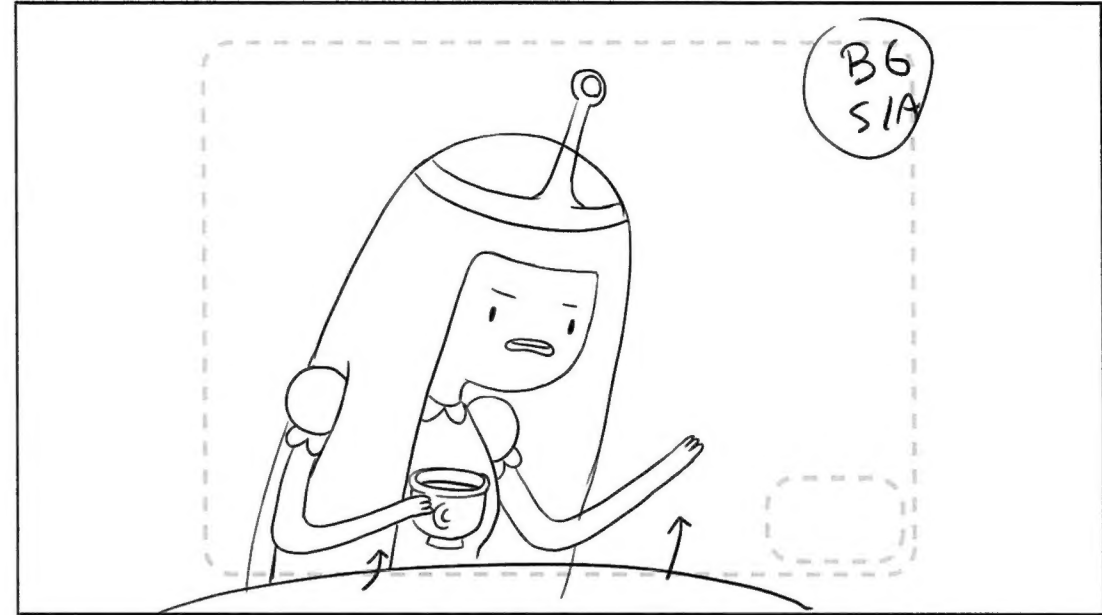


Sc. 4

Pnl. C

Bg.

day night



Dialog:

PB: Wait, Patience is totally Crabcakes!

alt: Wait, Patience is totally nutcakes!

PB: She kidnapped us and messed with our molecules.

Action:

Timing:

1042-250

EPISODE #

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

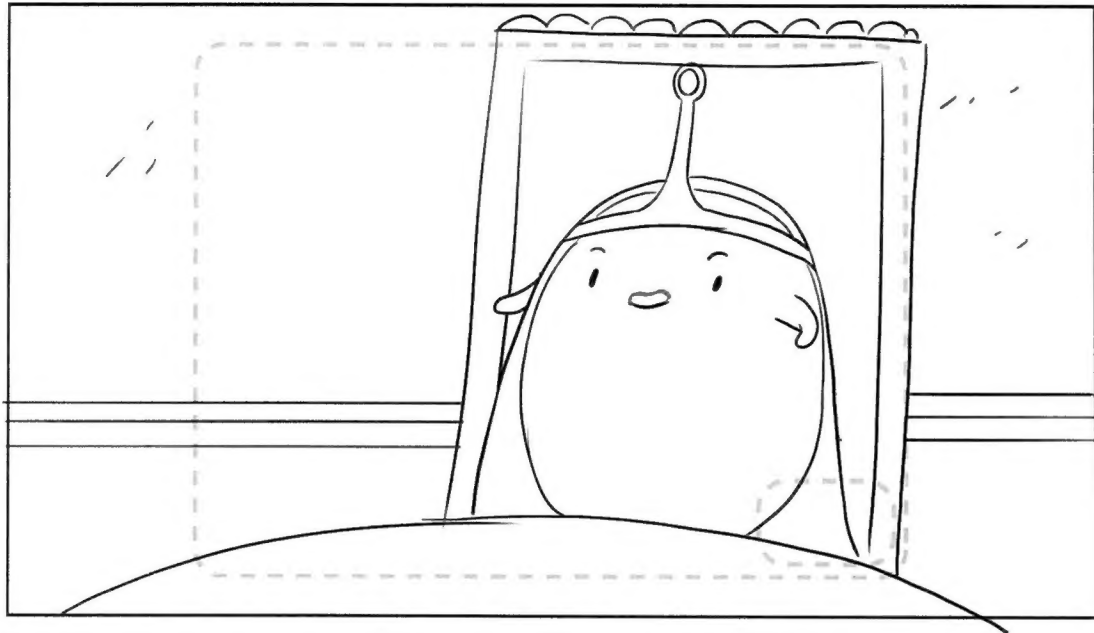


Sc. 4

Pnl. D

Bg.

day night

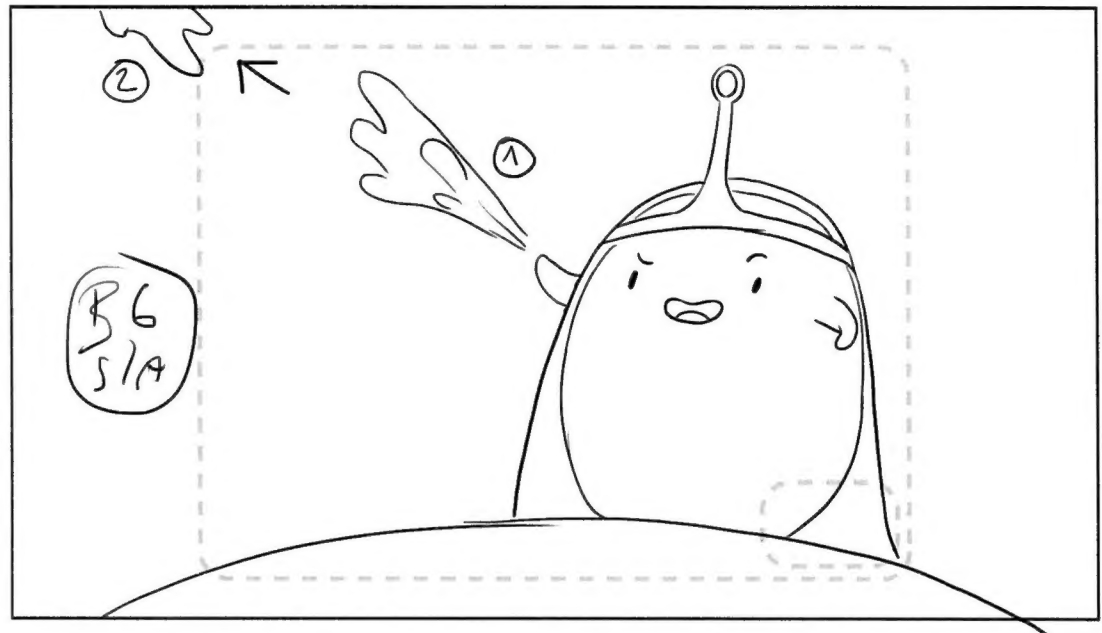


Sc. 4

Pnl. E

Bg.

day night



Dialog:

SP: SO WHAT --

SP: She gave us these groovy  
POWERS.

Action:

- SP SHOTS A FLAME

Timing:

1042-250

EPISODE #

Production :



# ADVENTURE TIME



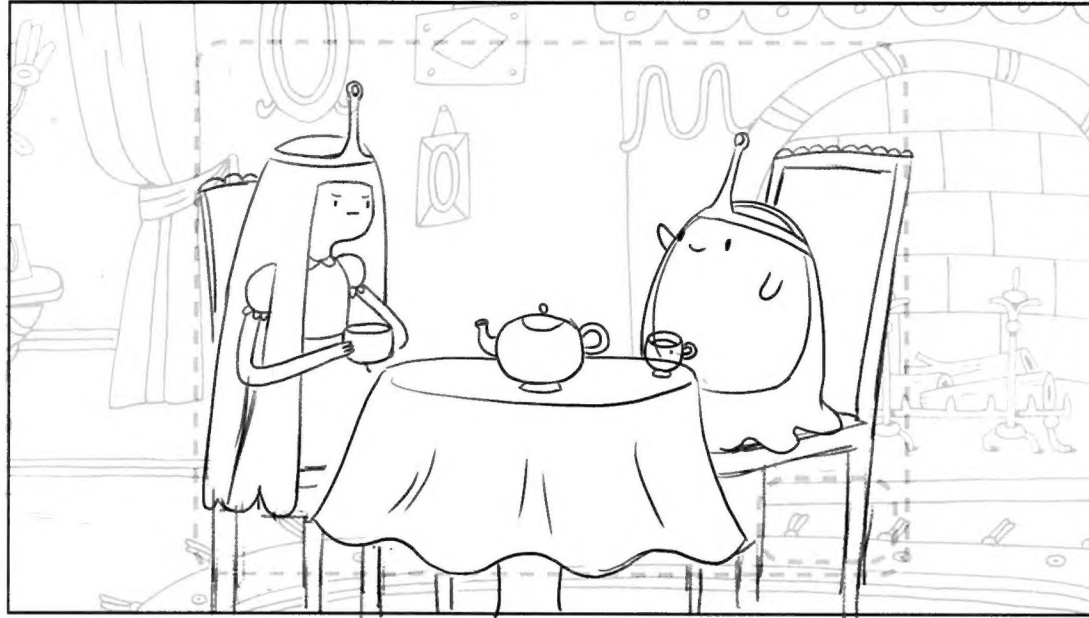
Page 09  
day night

Sc. 5

Pnl. A

Bg.

day night

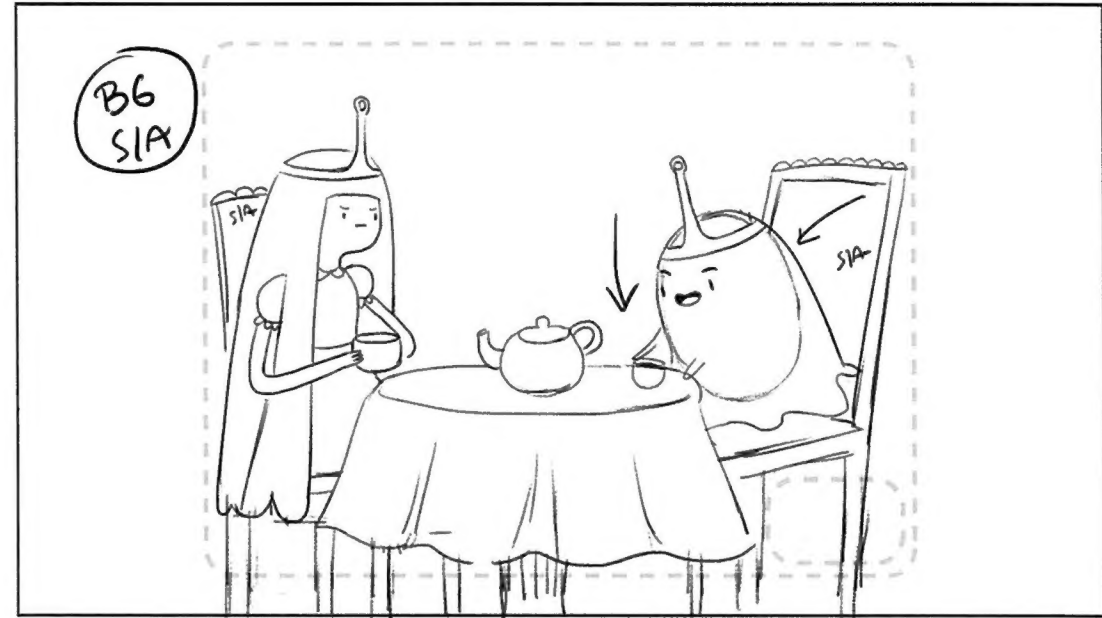


Sc. 5

Pnl. B

Bg.

day night



Dialog:

SP: My whole kingdom hasn't  
stopped applauding for days

Action:

- SP ANTICS DOWN.

Timing:

1042-250

EPISODE #

Production :



# ADVENTURE TIME



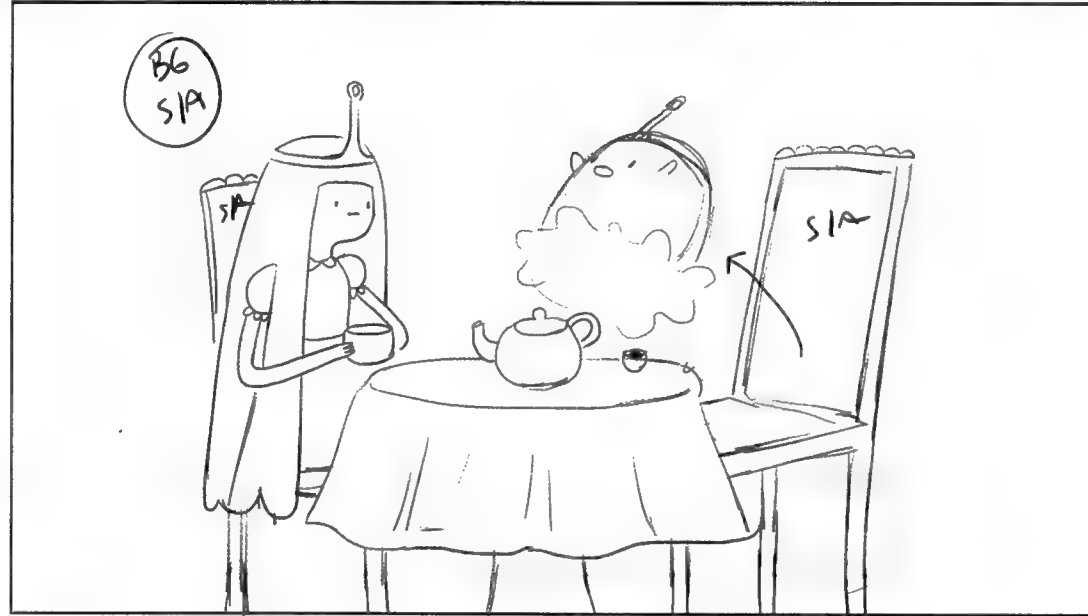
Page 10

Sc. 5

Pnl. C

Bg.

day night

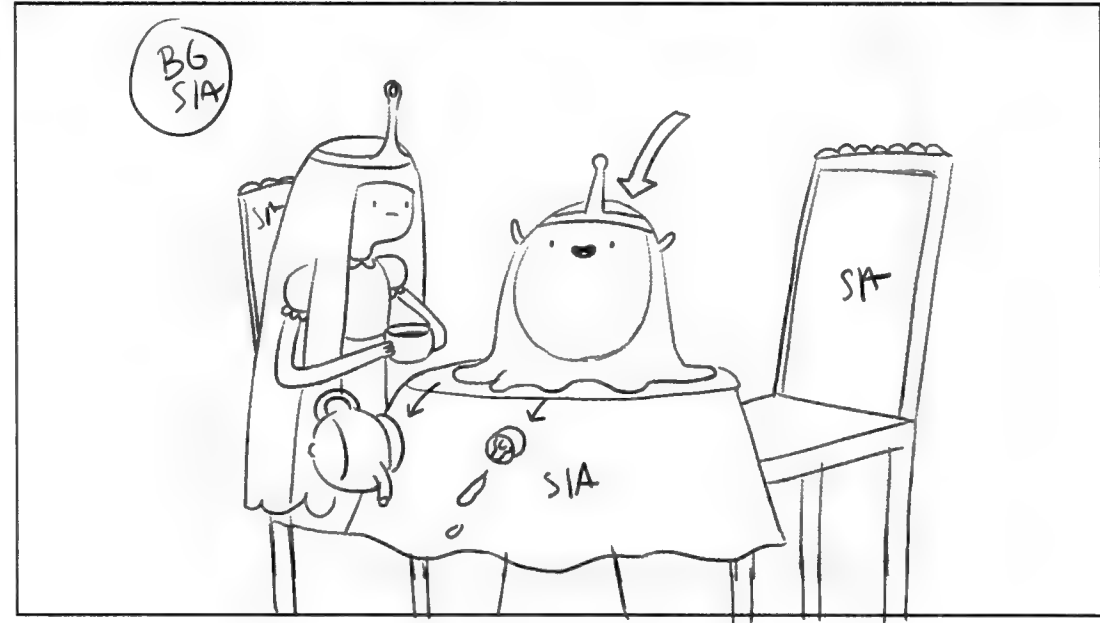


Sc. 5

Pnl. D

Bg.

day night



Dialog:

SP: Try not clapping --

SP: -- for this!

Action:

- SP HOPS ONTO TABLE, KNOCKING  
POT AND TEACUP OFF TABLE.

Timing:

EPISODE #

1042-250

Production :



# ADVENTURE TIME



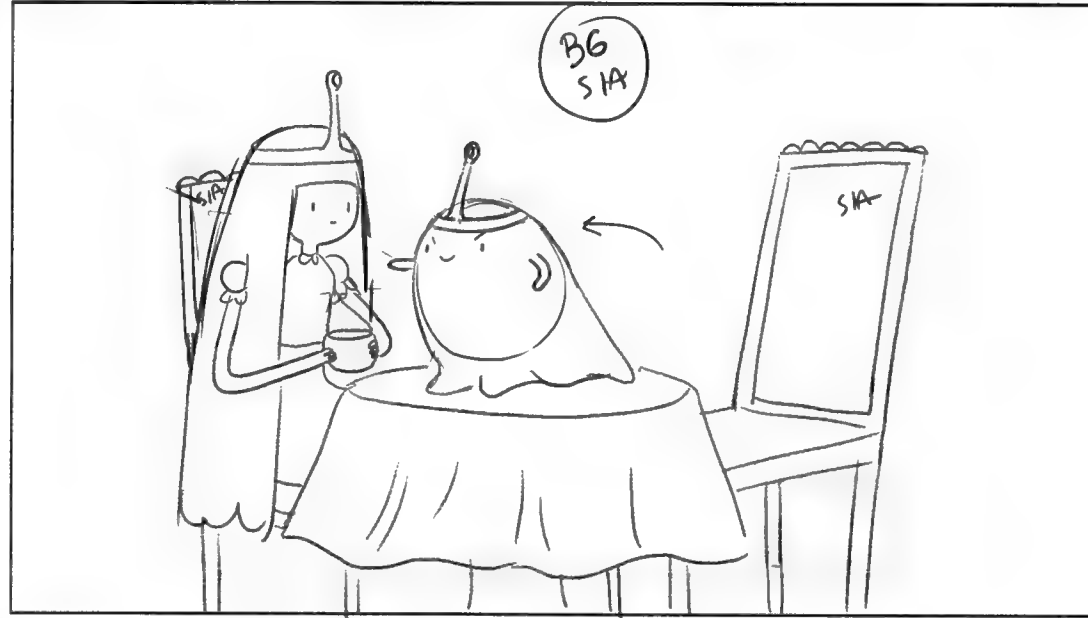
Page 11

Sc. 5

Pnl. E

Bg.

day night

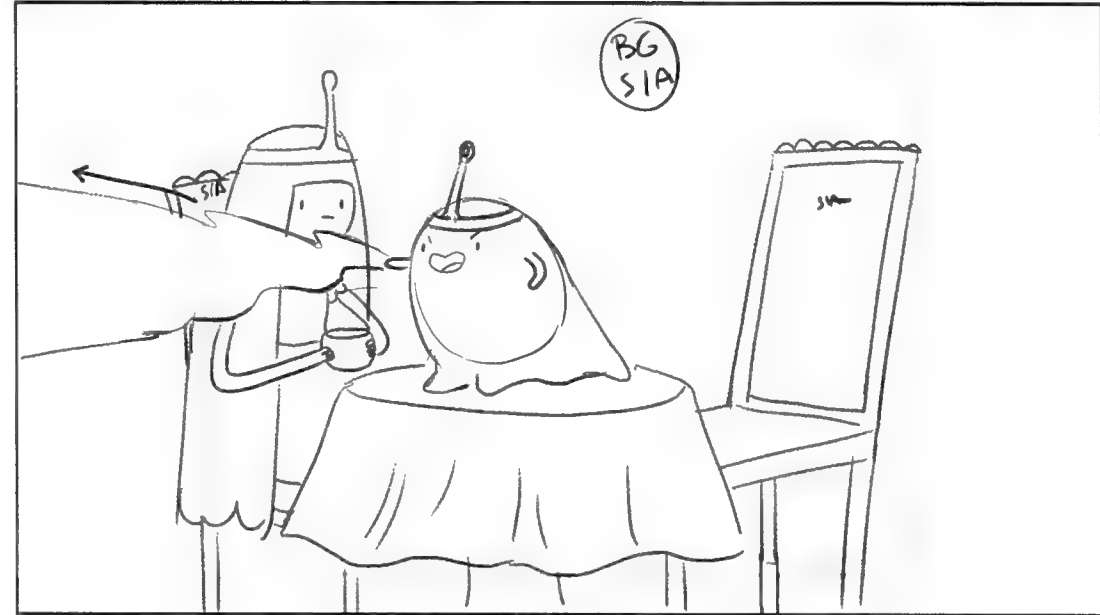


Sc. 5

Pnl. F

Bg.

day night



Dialog:

SP: East coast slime!

Action:

- SP SHOTS SLIME JET OFF/S.

Timing:

1042-251

EPISODE #

Production :



# ADVENTURE TIME



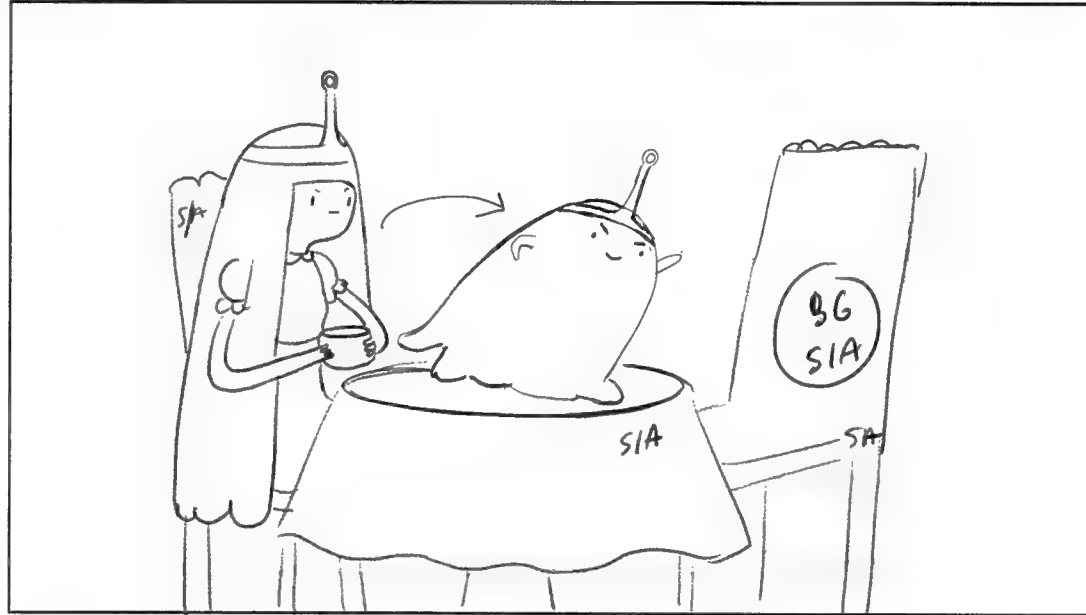
Page 12

Sc. 5

Pnl. 6

Bg.

day night

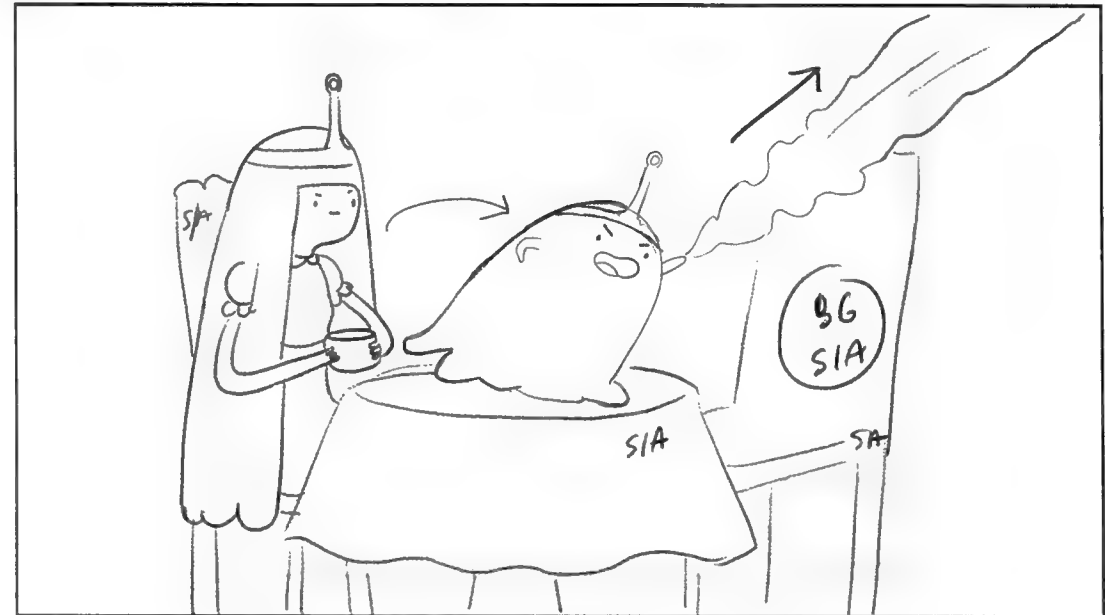


Sc. 5

Pnl. 4

Bg.

day night



Dialog:

SP : WEST COAST Slime!

Action:

- SP SHOOTS SLIME JET OFF/S TO THE RIGHT.

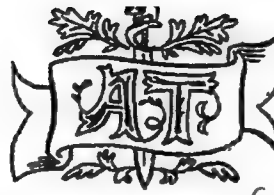
Timing:

EPISODE #

1042-250

Production :





# ADVENTURE TIME

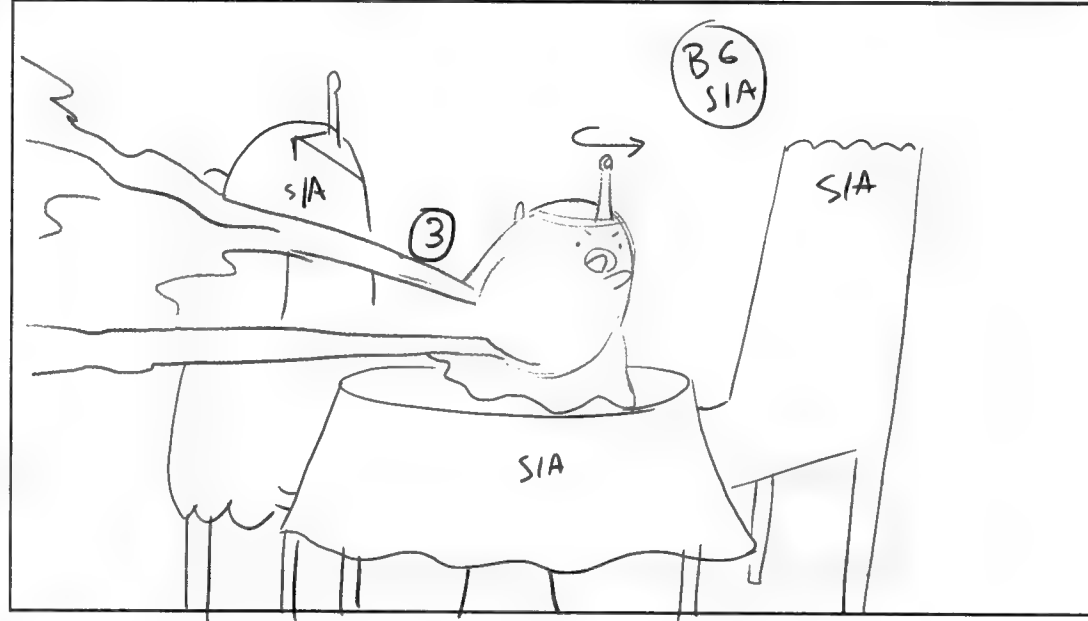
Page 13

Sc. 5

Pnl. I

Bg.

day night

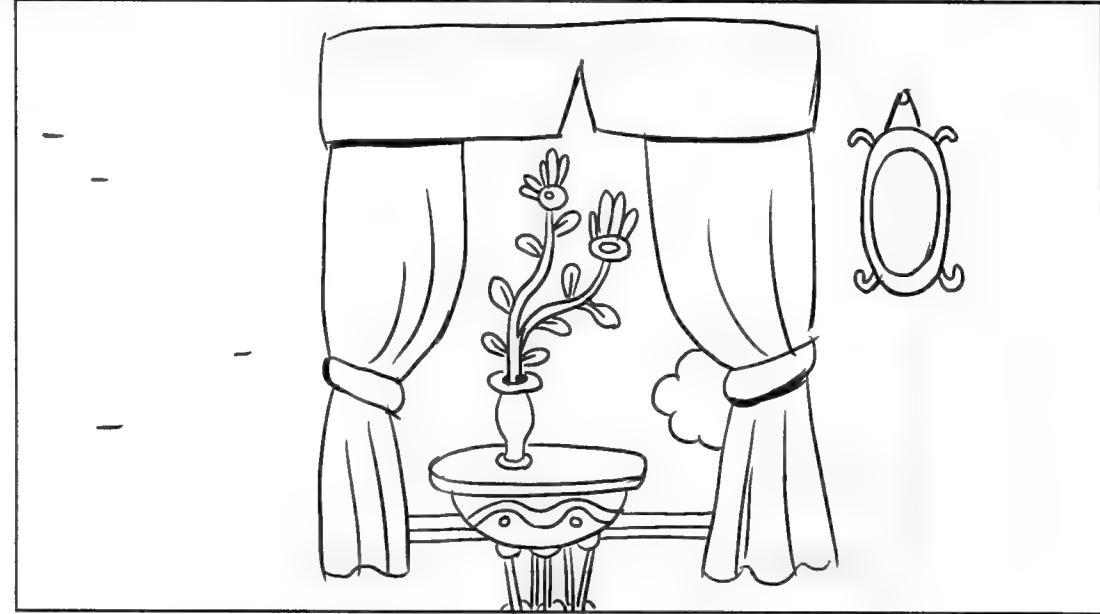


Sc. 6

Pnl. A

Bg.

day night



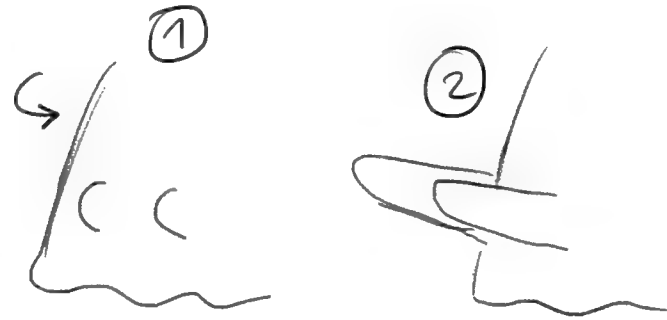
Dialog:

SP: Booty SLIIIIIME!

SFX: \* SPRRT \*

Ac

Tin



- SP SHOTS  
SLIME JET OUT  
OF HER BACK.

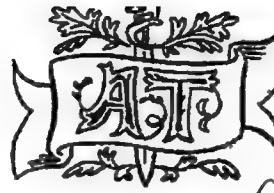
Production :

EPISODE #

1042-251



# ADVENTURE TIME



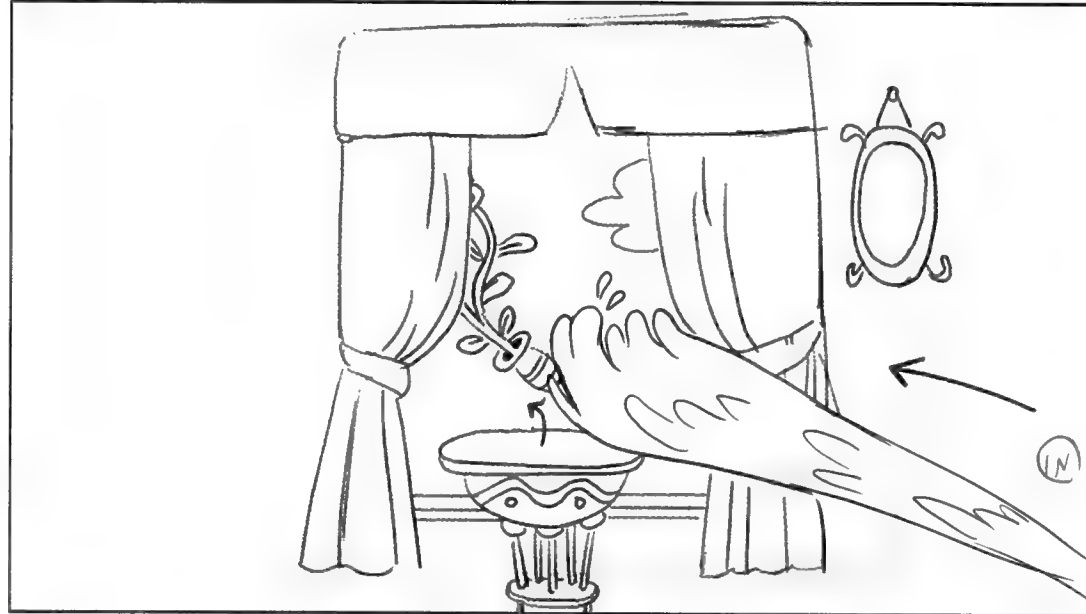
Page 14

Sc. 6

Pnl. B

Bg.

day night

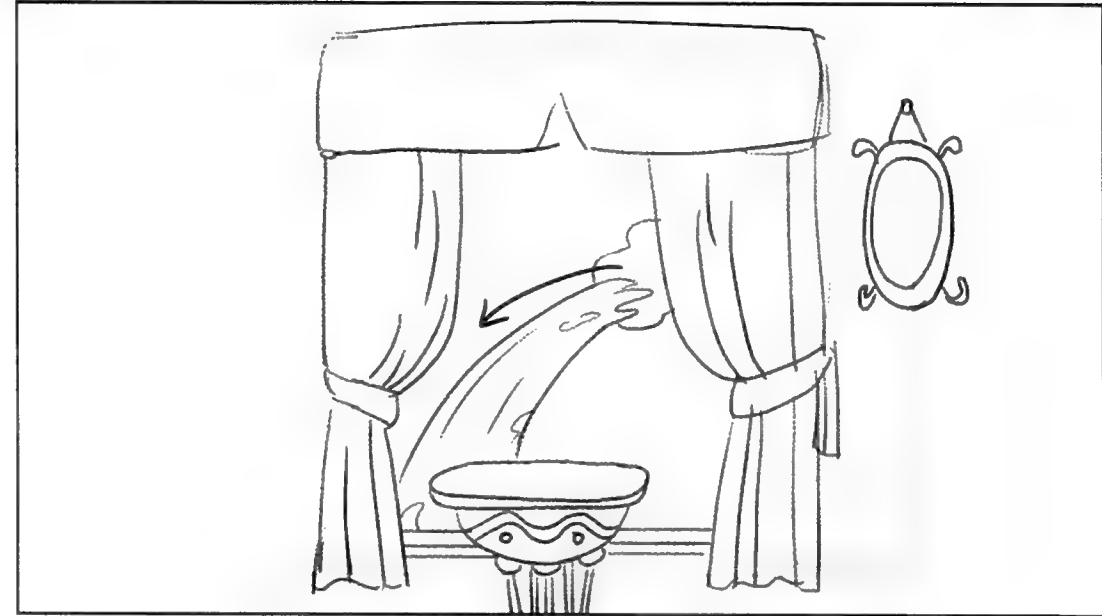


Sc. 6

Pnl. C

Bg.

day night



Dialog:

SFX: \*THMP! \*

Action:

- SLIME JET HITS FLOWER POT

- SLIME JET/POT CONTINUE OUT WINDOW.

Timing:

1042-250

EPISODE #

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

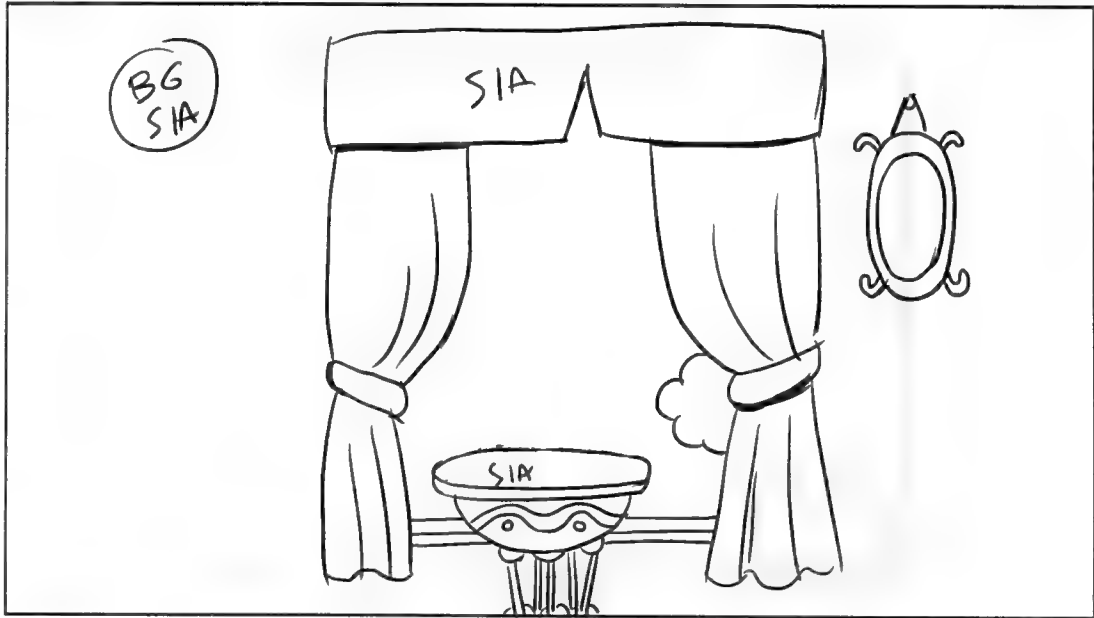


Sc. 6

Pnl. D

Bg.

day night

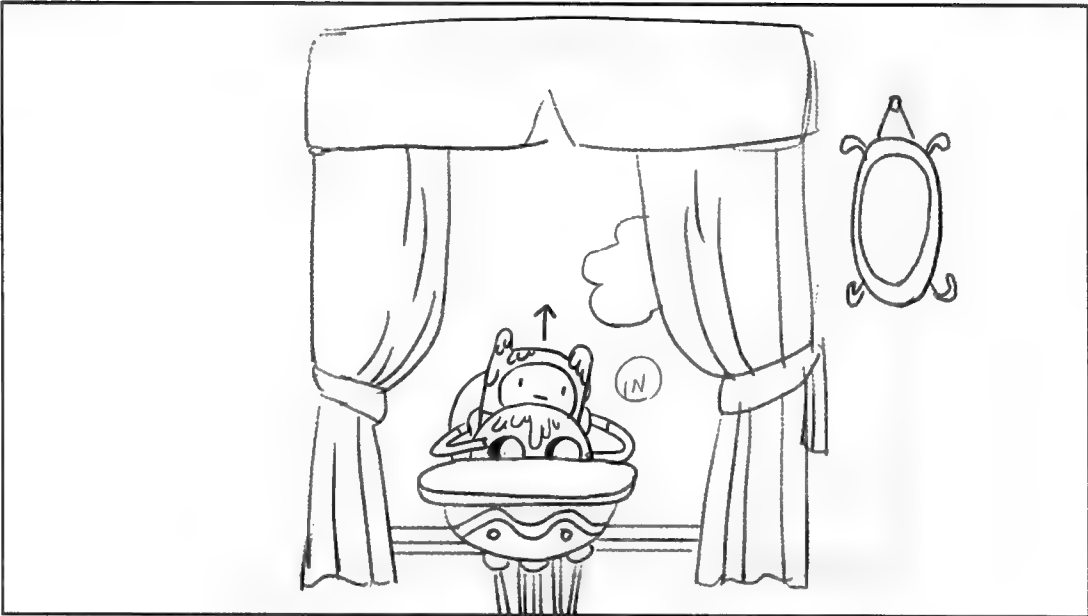


Sc. 6

Pnl. E

Bg.

day night



Dialog:

(O/S)  
PB : Stop slimin' everything.  
No one likes it!

Action:

- F + J pop up from window, they're slimed

Timing:

EPISODE #

Production :

1042-250



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 6

Pnl. F

Bg.

day night

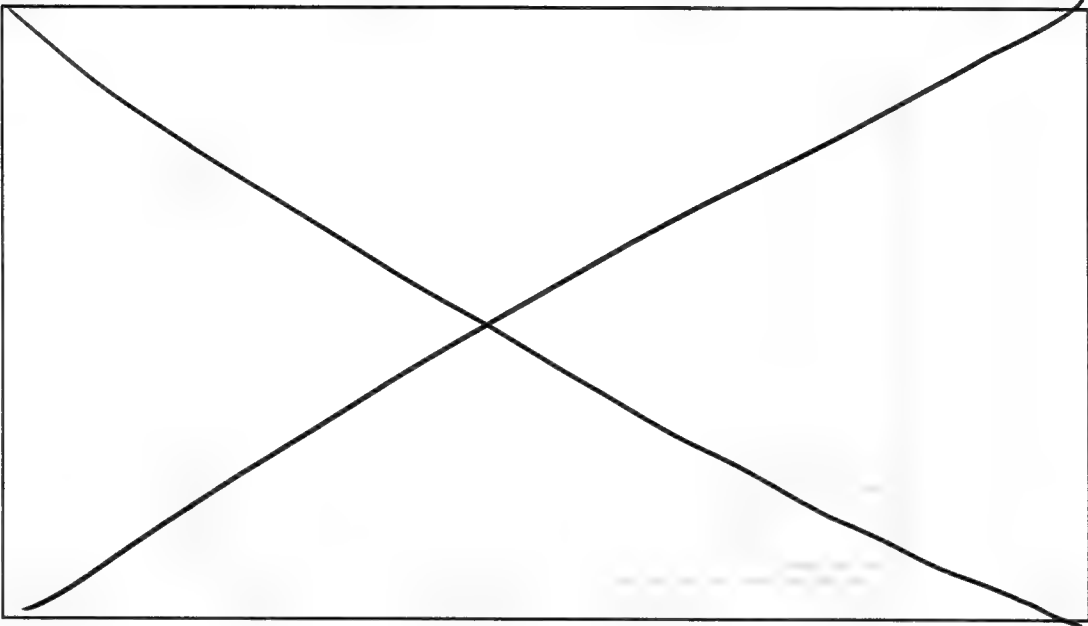


Sc.

Pnl.

Bg.

day night



Dialog:

(J) OH HEY PRINCESS!

Action:

Timing:

EPISODE #

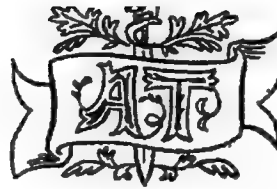
Production :

1042-250



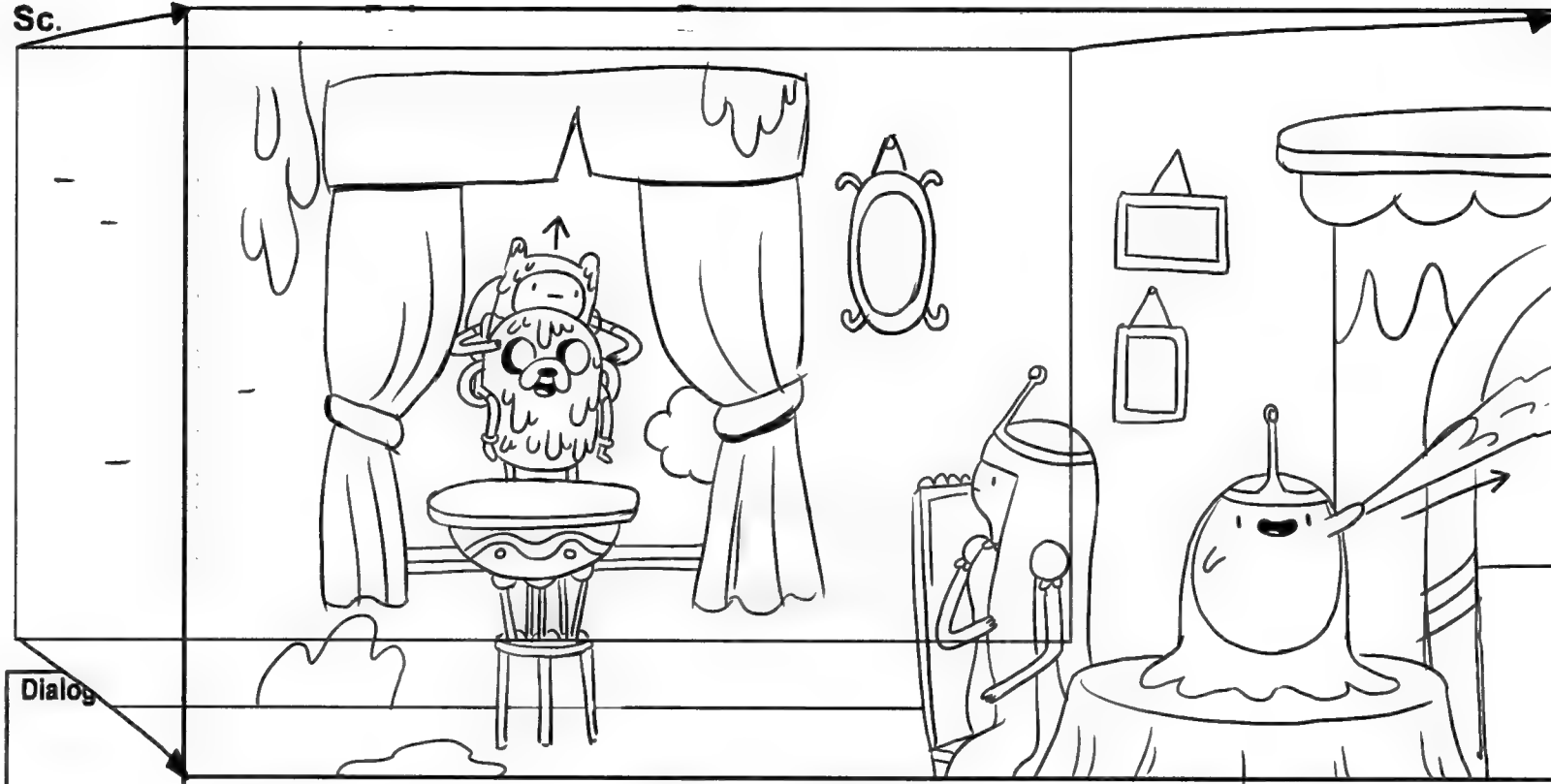
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 06

Prnt. G



STOP

Dialog

① WE WERE JUST WONDERING WHERE THIS RAD SLIME WAS COMING FROM.

Action:

- TRUCK OUT TO INCLUDE SP + PB
- SP SHOOTS SLIME JET.

Timing:

EPISODE #

Production :

042-250



# ADVENTURE TIME



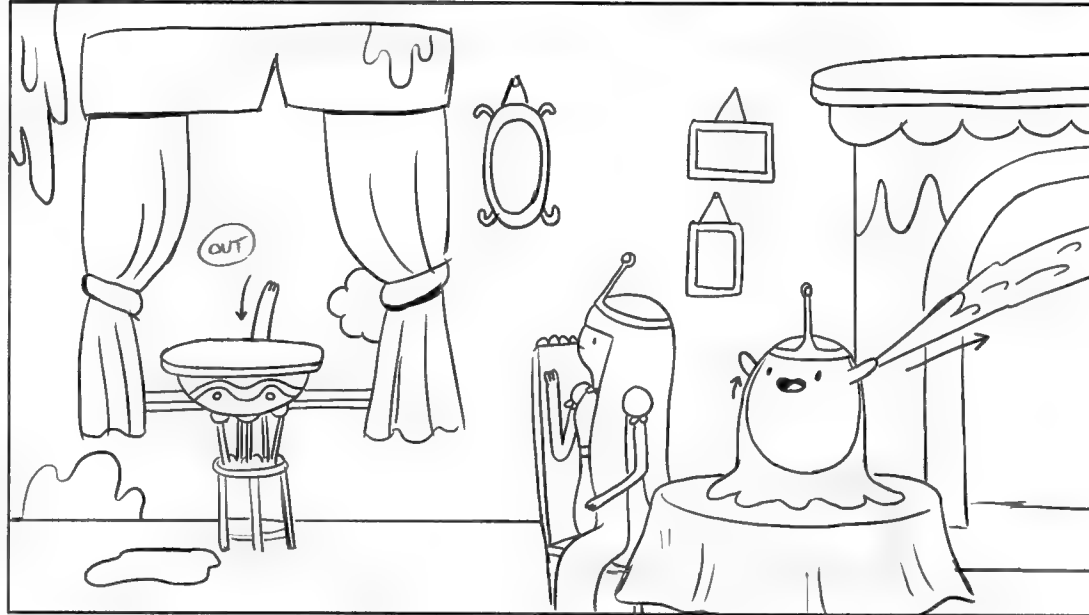
Page 18

Sc. 6

Pnl. H

Bg.

day night

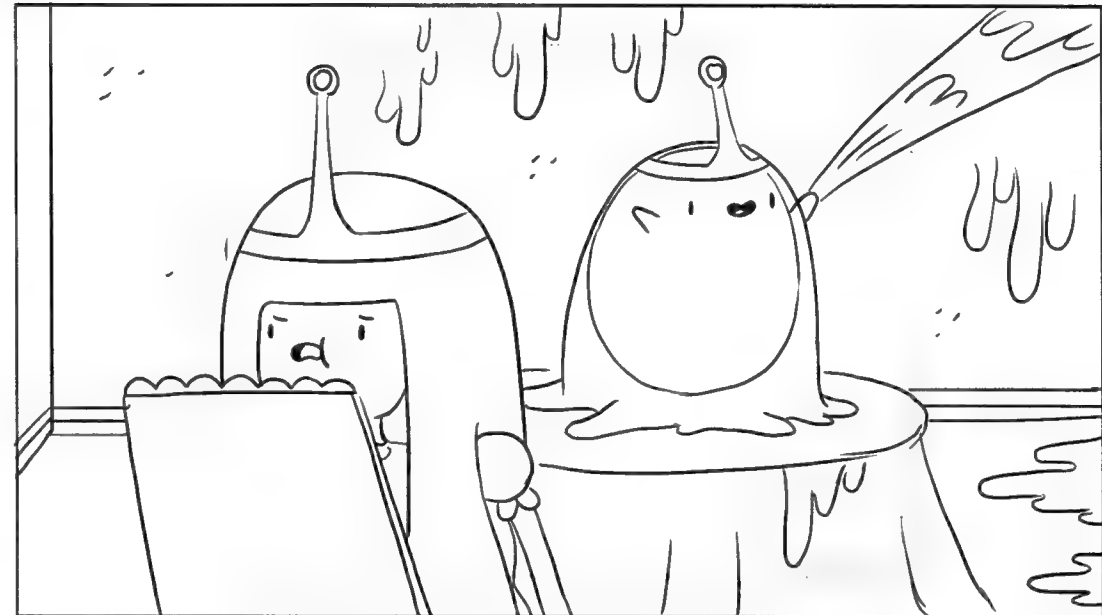


Sc. 7

Pnl. A

Bg.

day night



Dialog:

J: Keep on slimin' it, SP!

SP: YAY!

PB: Psh, thanks for nothin'

SFX: \* SPRRT - SPRRT \*

Action:

- F+J STRETCH DOWN OFF/S.

- There's slime everywhere

SP wave. ①, ②, ①, ②

Timing:

②  
SIA ~~~~~

042-250

EPISODE #

Production :



# ADVENTURE TIME



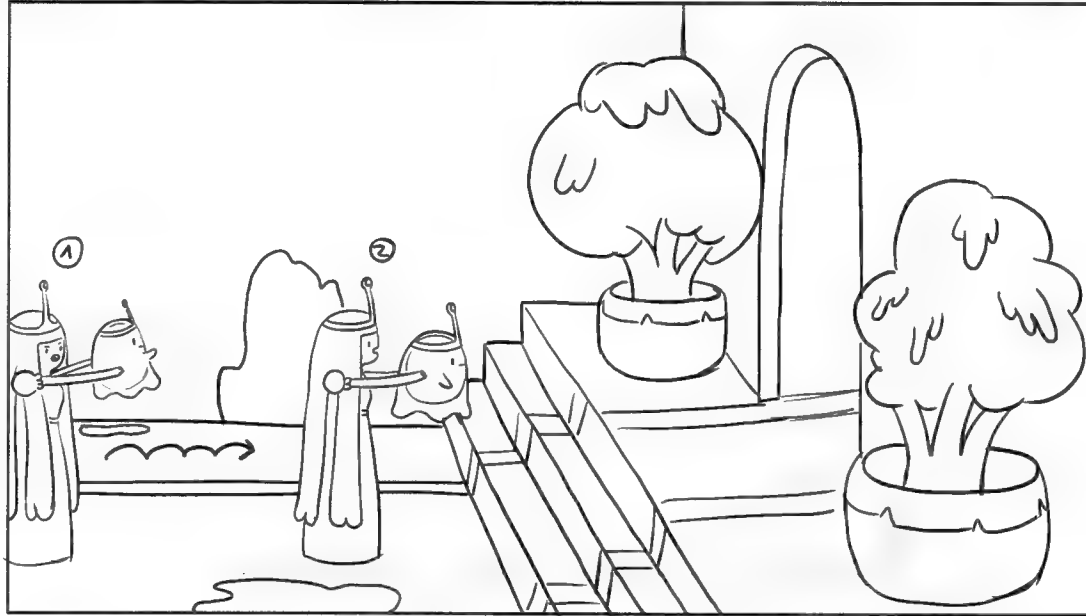
Page 19

Sc. 8

Pnl. A

Bg.

day night

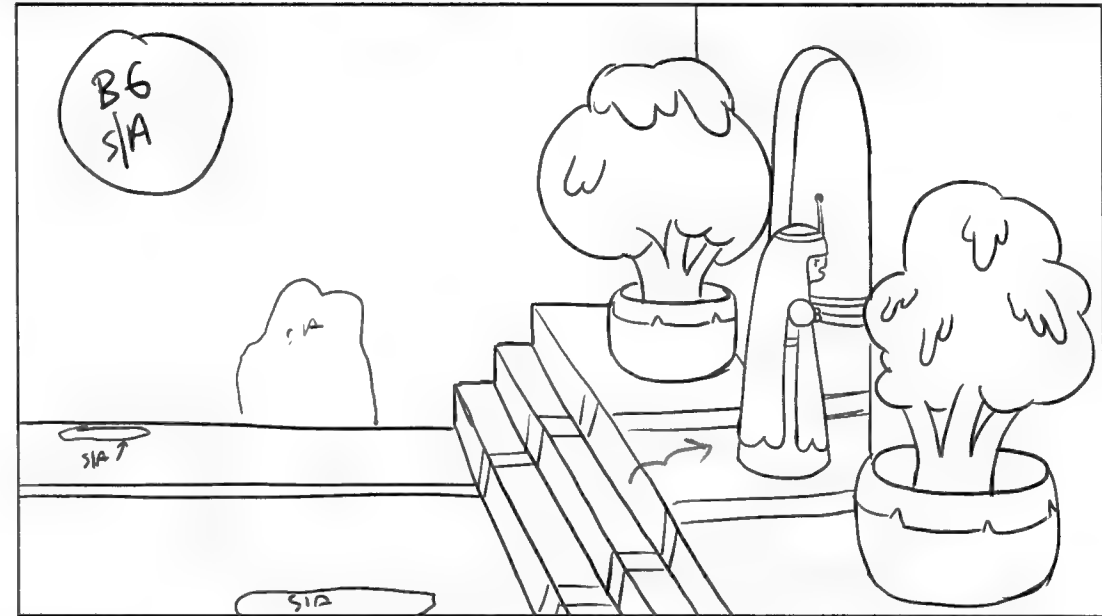


Sc. 8

Pnl. B

Bg.

day night



Dialog: PB: Okay, great seeing you'n your SECRECTIONS...

Action: - PB CARRIES SP. ON/S. - PB WALKS UP STAIRS.

Timing:

1042-250

EPISODE #

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

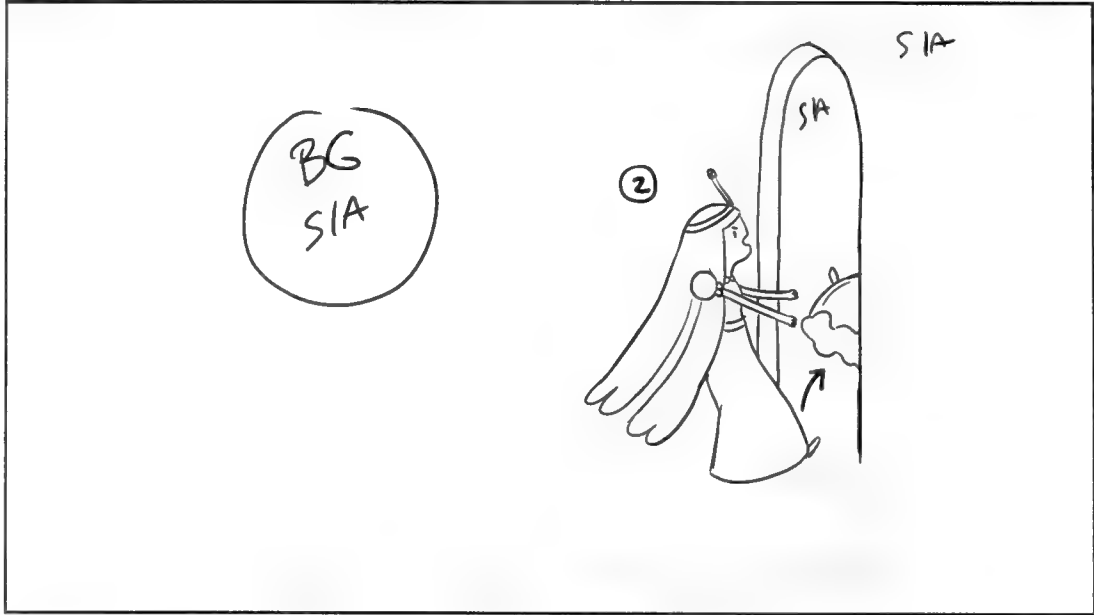


Sc. 8

Pnl. C

Bg.

day night

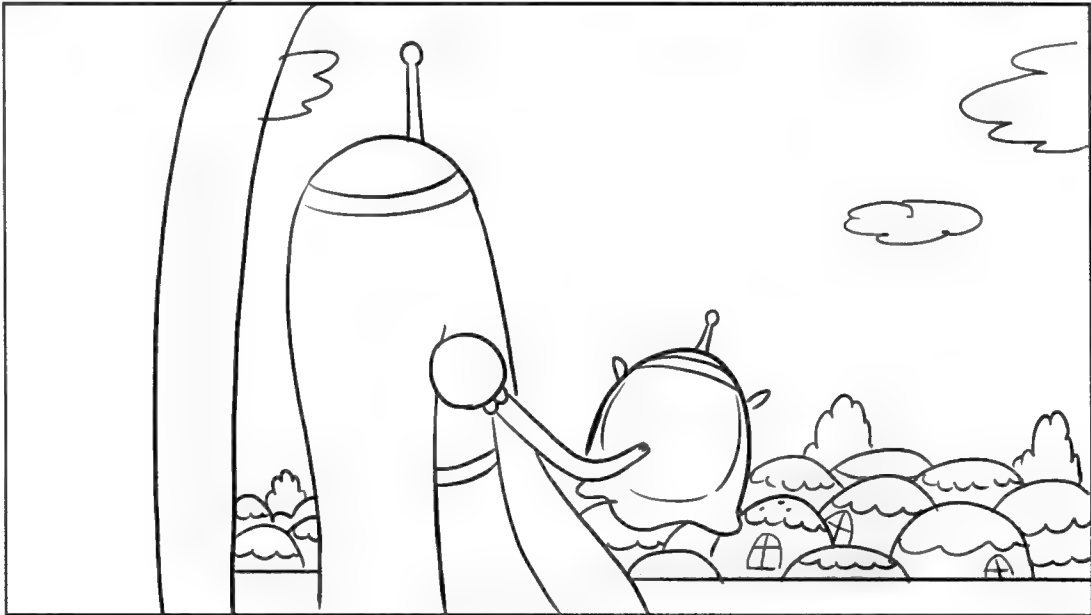


Sc. 9

Pnl. A

Bg.

day night

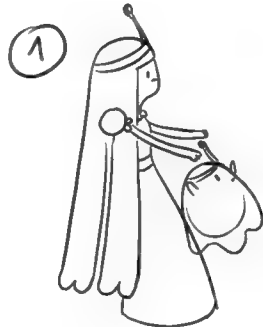


Dialog: PB: I'll call you.

SFX: \* PUNT \*

Action: - PB DROPKICKS SLIME PRINCESS.

Timing:



042-250

EPISODE #

Production :



# ADVENTURE TIME



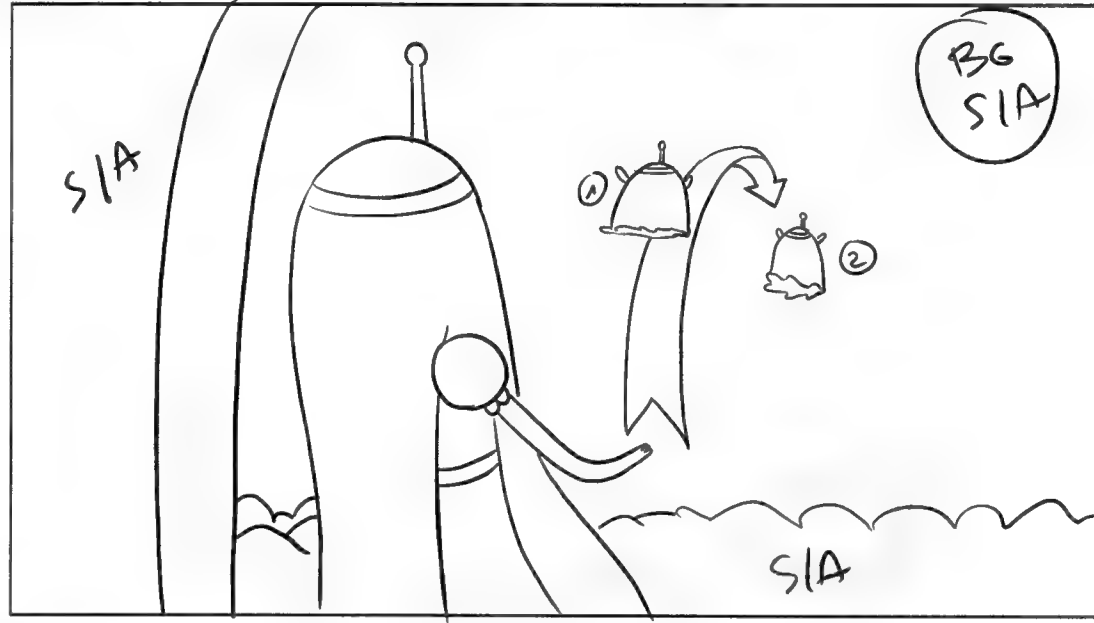
Page 21

Sc. 9

Pnl. B

Bg.

day night

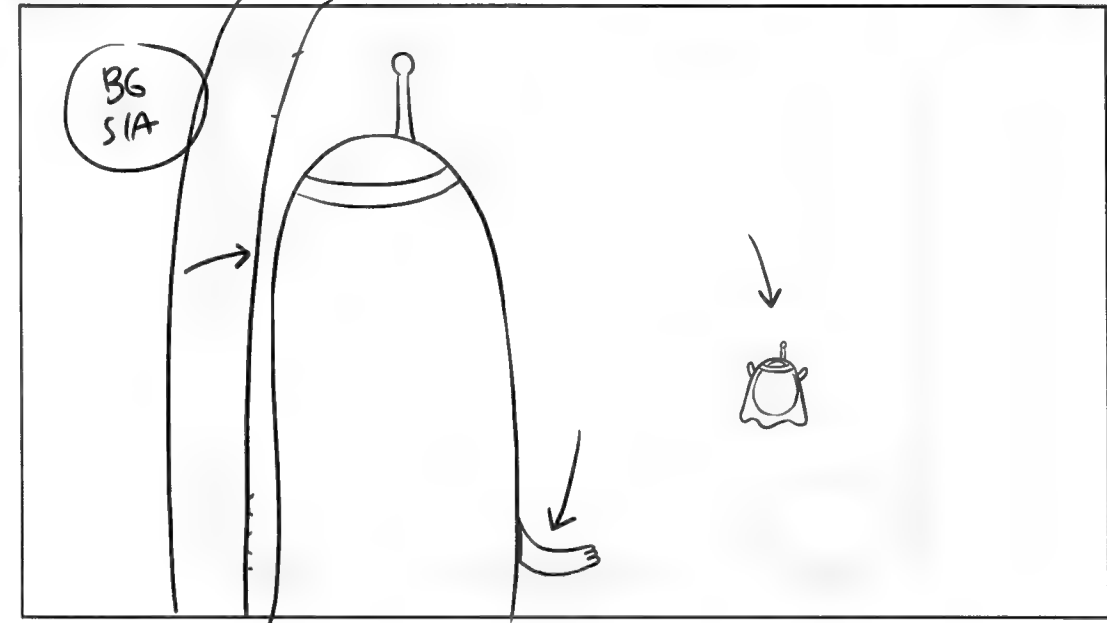


Sc. 9

Pnl. C

Bg.

day night



Dialog:

Action:

- SP ARCS THROUGH THE AIR.

Timing:

EPISODE #

Production :

1042-250



ADVENTURE TIME

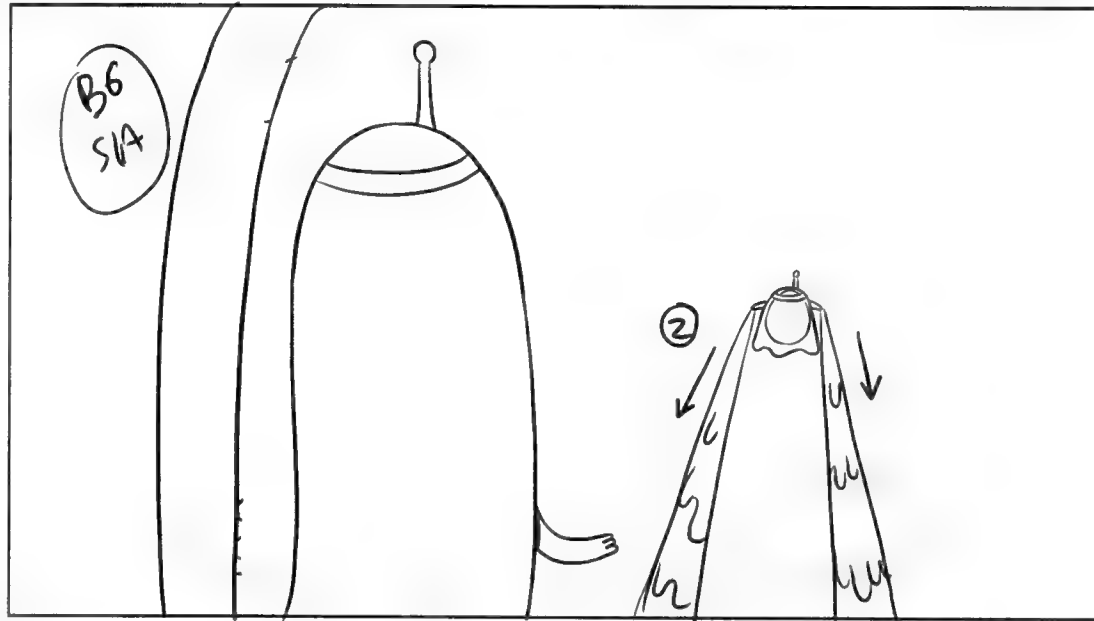


Sc. 9

Pnl. D

Bg.

day night

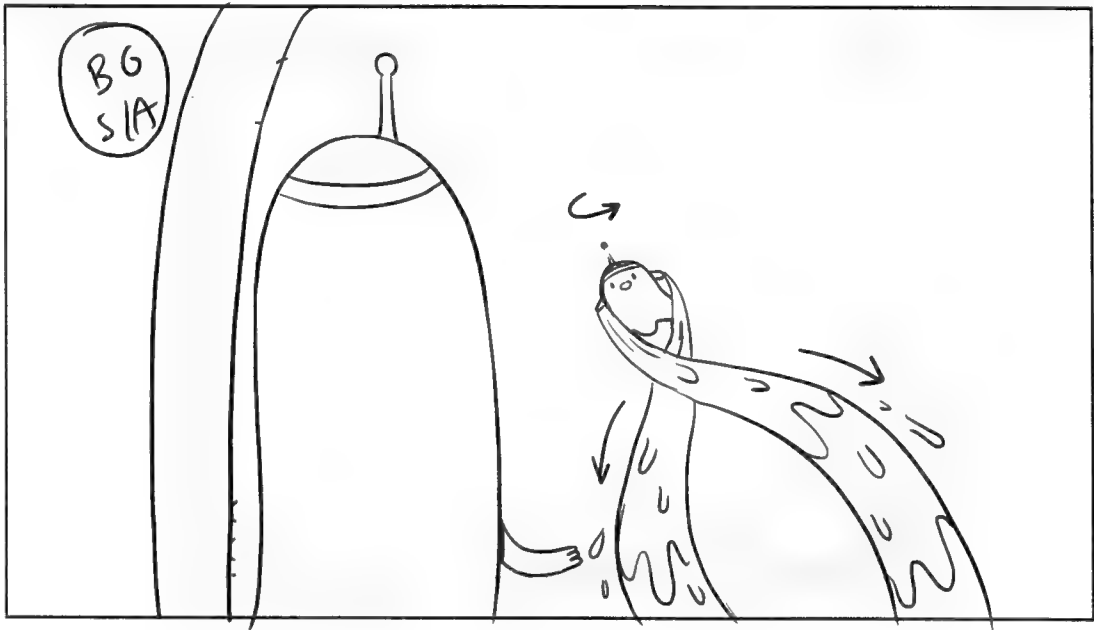


Sc. 9

Pnl. E

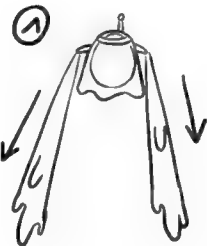
Bg.

day night



Dialog:

SFX: \* SPRT \*



SFX: \* FRRRRRT! \*

Action:

- SP SHOOT TWIN SLIME JETS.

- SP SPIRALS UPWARD.

Timing:

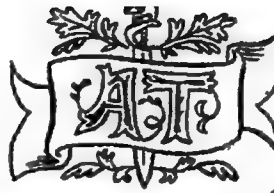
EPISODE #

Production :

1042-250



# ADVENTURE TIME



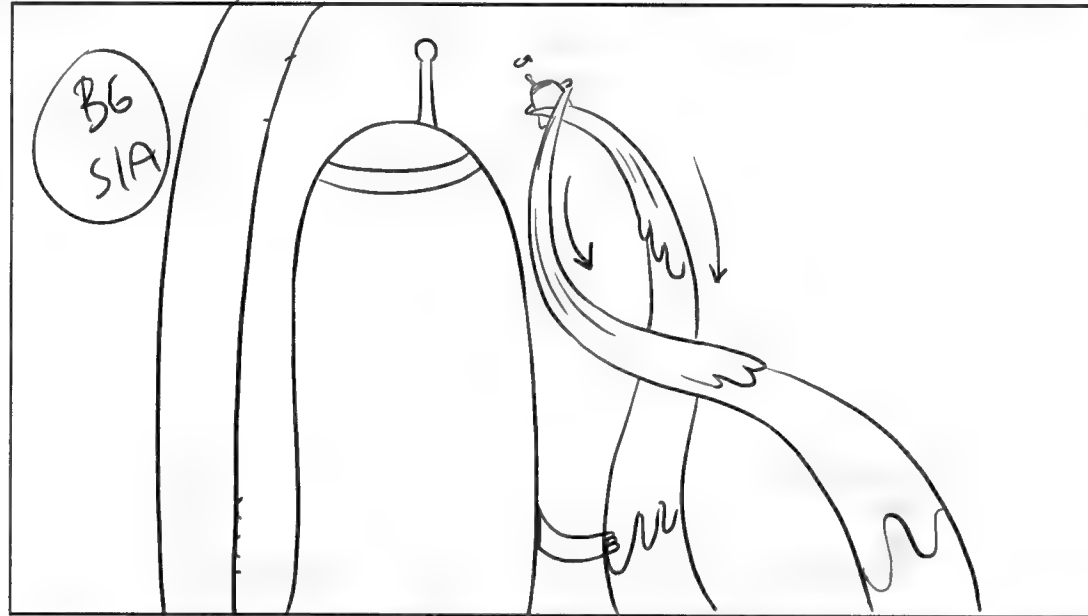
Page 23

Sc. 9

Pnl. F

Bg.

day night



Sc. 9

Pnl. G

Bg.

day night



Dialog:

SP: SLIME AND PLAAAAACE!

Action:

- SP SPIRALS UP AND OFF/S.

Timing:



Production :

EPISODE #

1042-250



# ADVENTURE TIME



Page 24  
day night

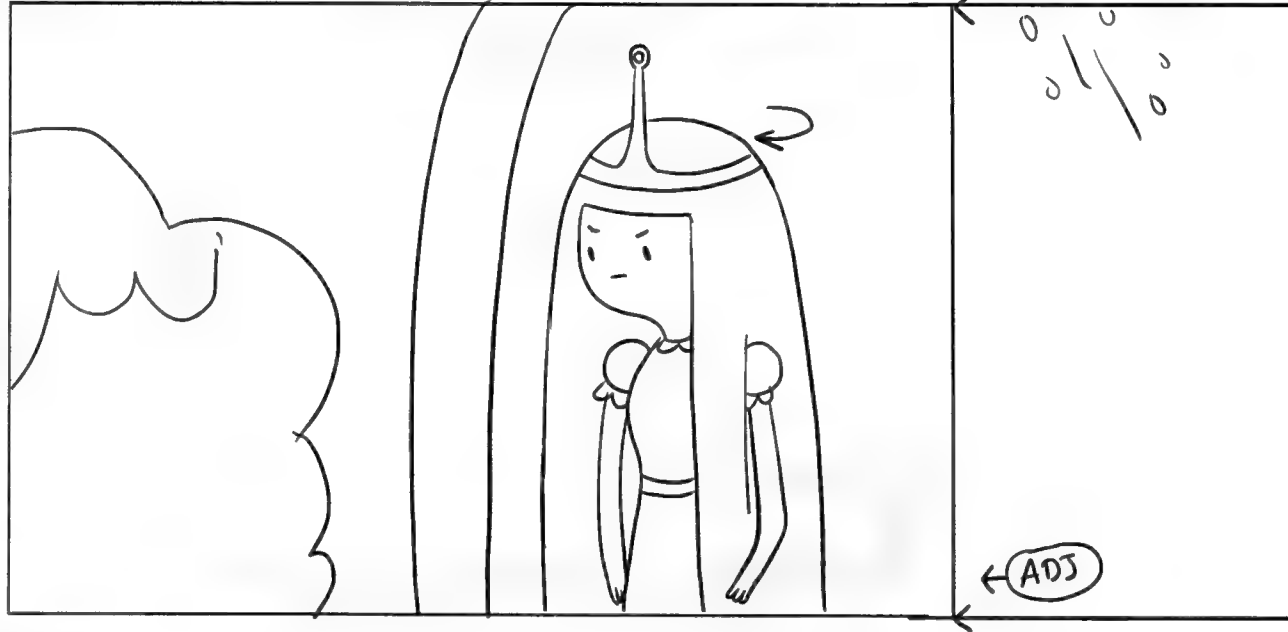
Sc. 9

Pl. H

Bg.

day night

Sc.



Dialog:

Action:

-PB TURNS  
-ADJ. w/ ACTION.

Timing:

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

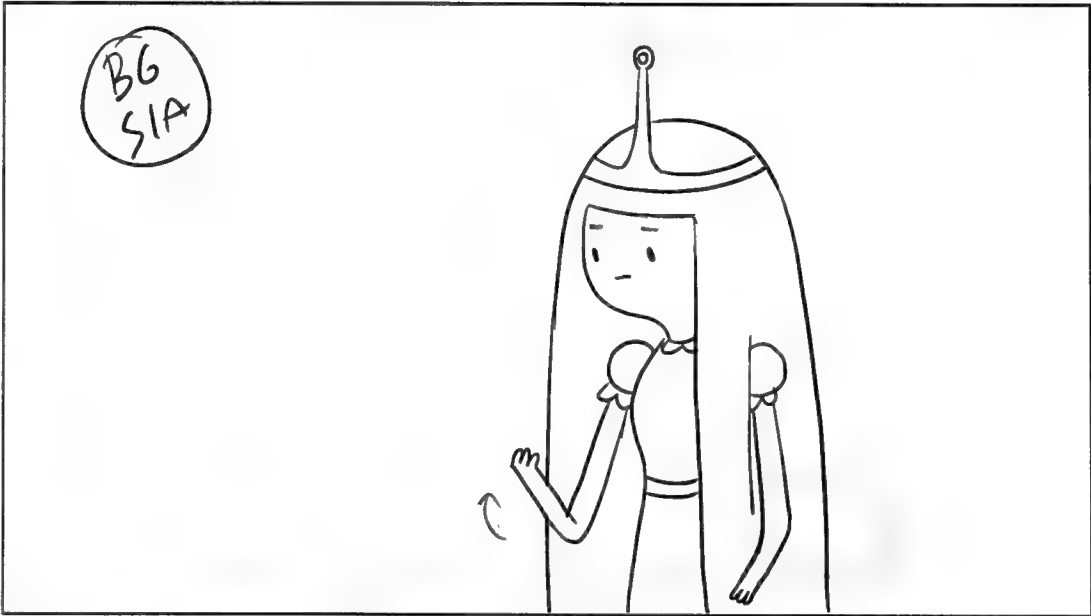


Sc. 9

Pnl. I

Bg.

day night

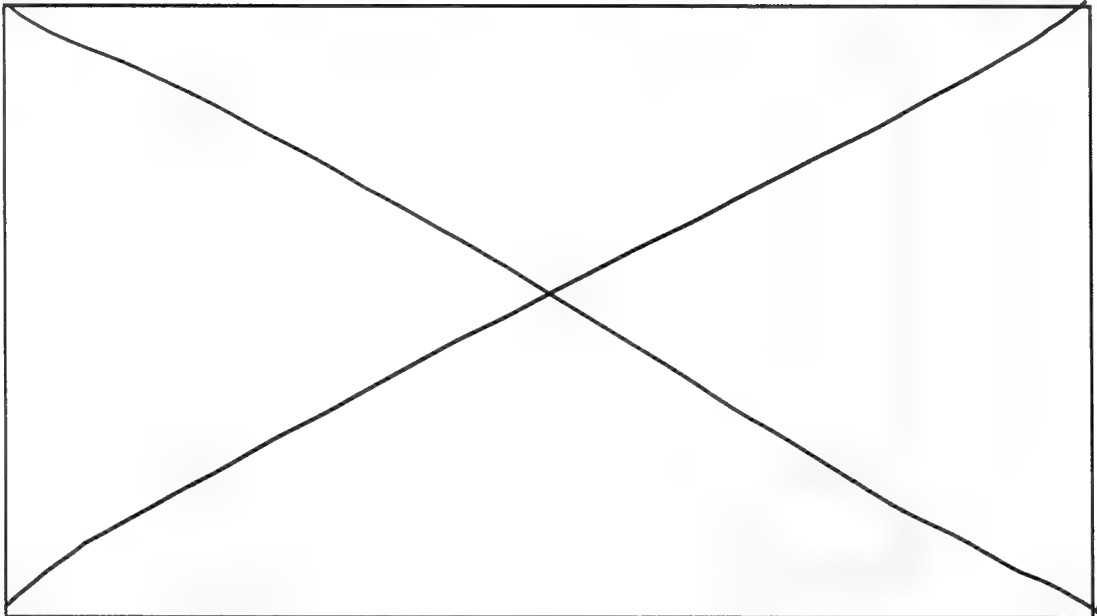


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

-PB LOOKS AT HER HAND.

Timing:

EPISODE #

Production :

1042-250



# ADVENTURE TIME



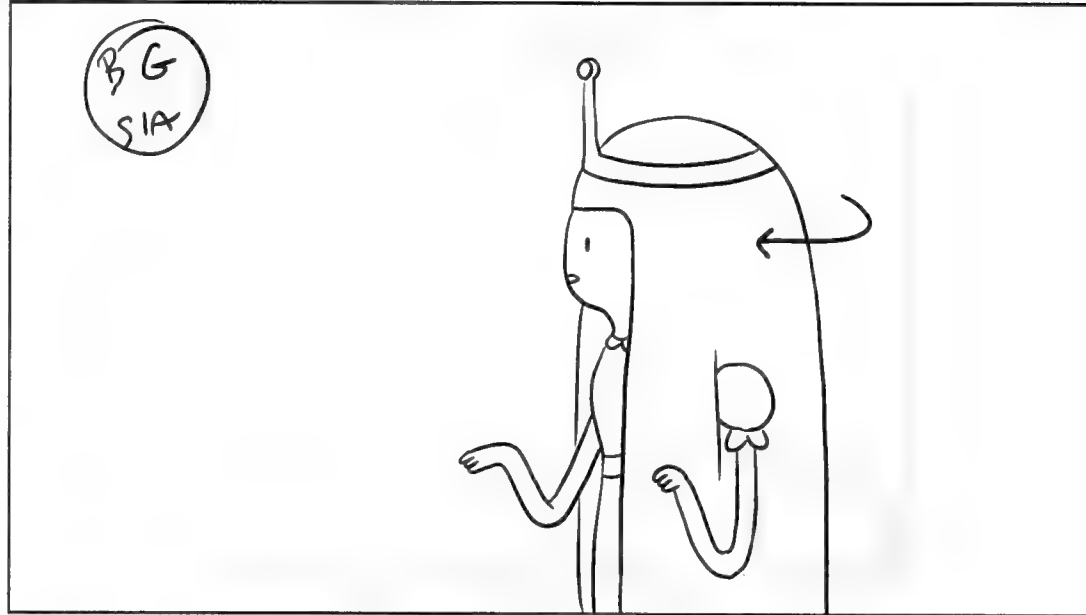
Page 26

Sc. 9

Pnl. J

Bg.

day night

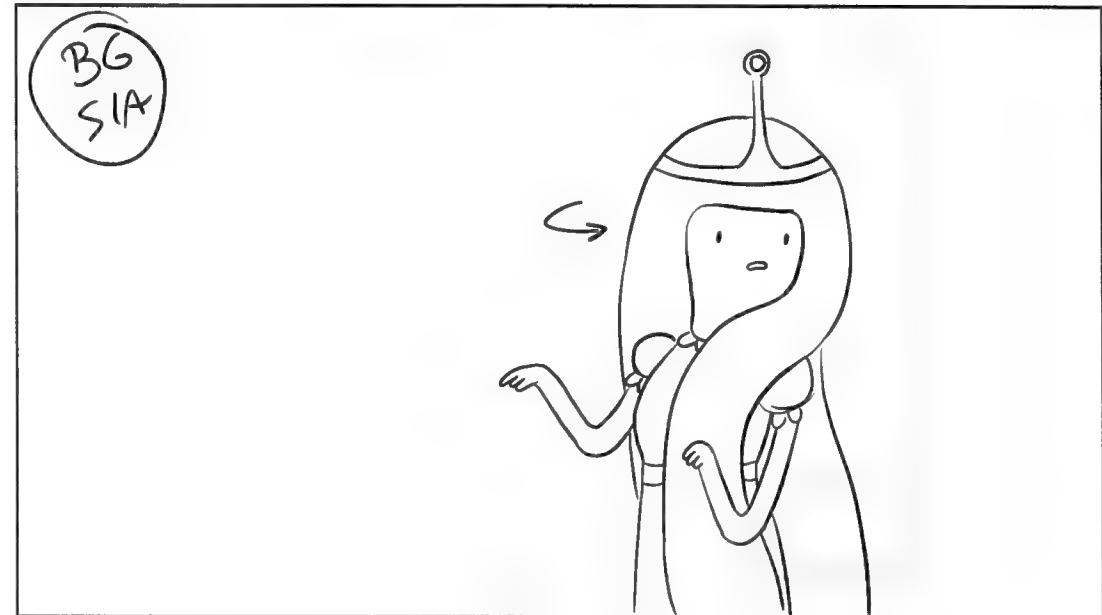


Sc. 9

Pnl. K

Bg.

day night



Dialog:

Action:

- PB looks around

Timing:

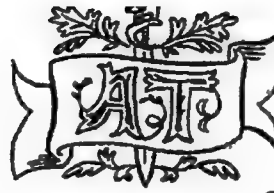
EPISODE #

1042-250

Production :



# ADVENTURE TIME



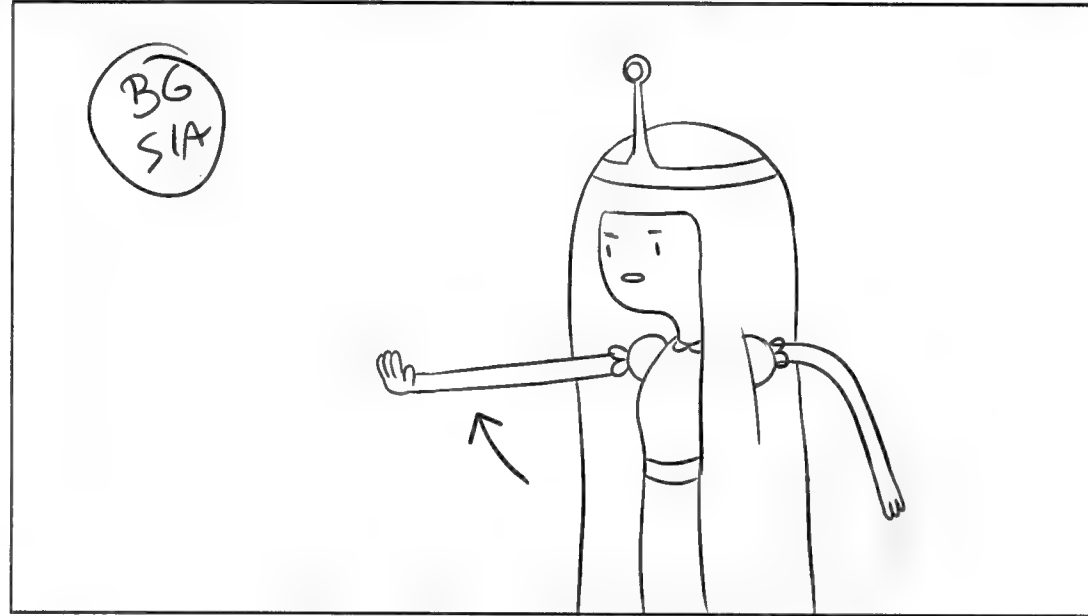
Page 27

Sc. 9

Pnl. L

Bg.

day night

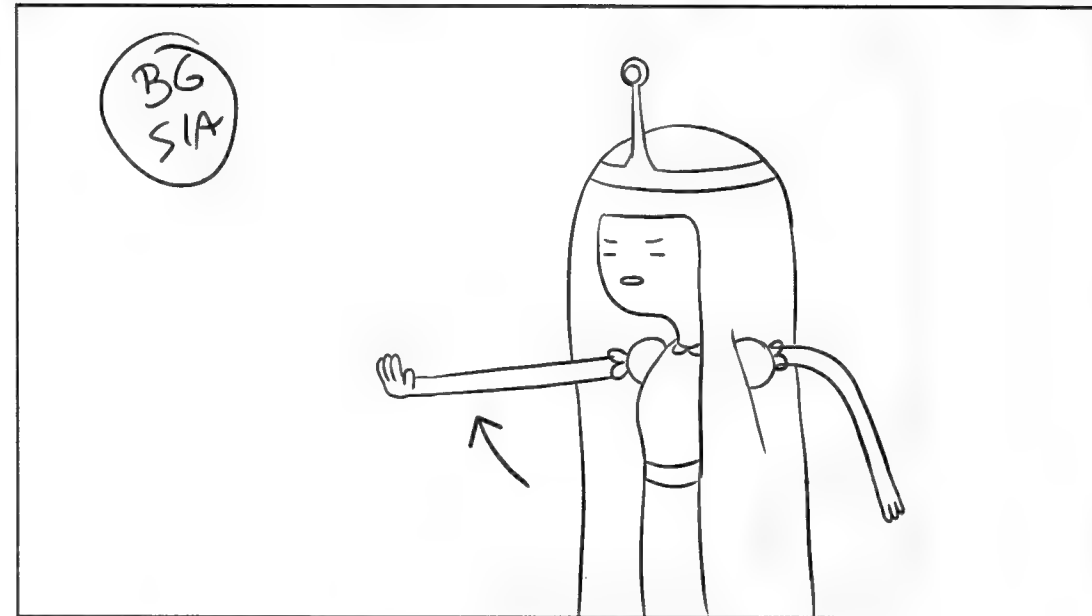


Sc. 9

Pnl. M

Bg.

day night



Dialog:

PB (said like a : There's a slime and place  
mantra) for everything!

Action:

- PB HOLDS UP ARM STRAIGHT.

- PB CLOSES HER EYES.

Timing:

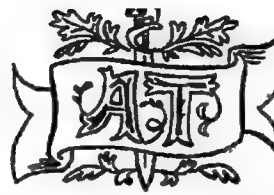
EPISODE #

1042-251

Production :



# ADVENTURE TIME



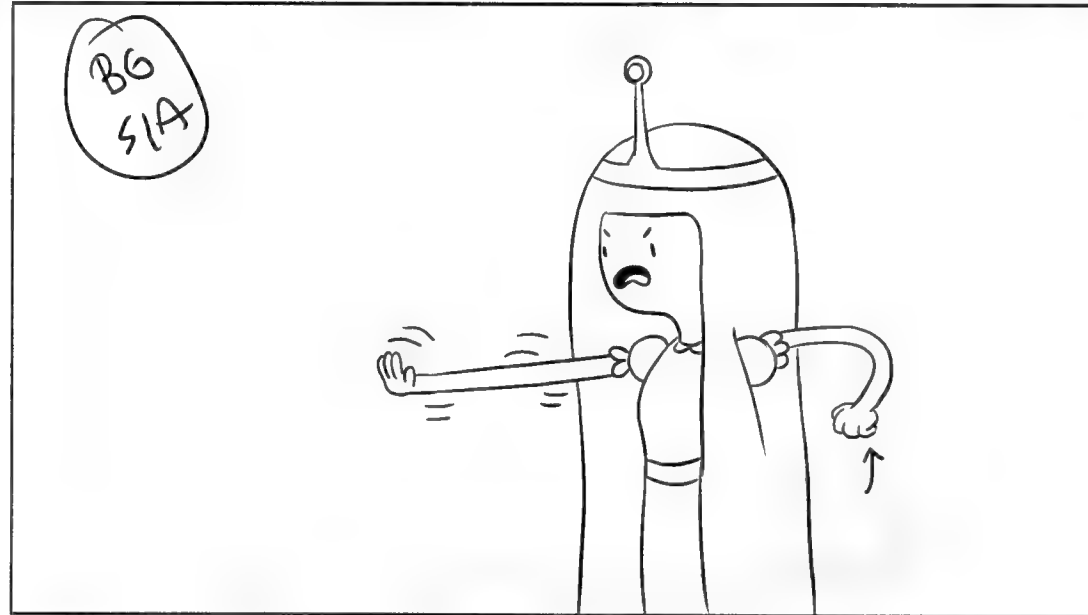
Page 28

Sc. 9

Pnl. N

Bg.

day night

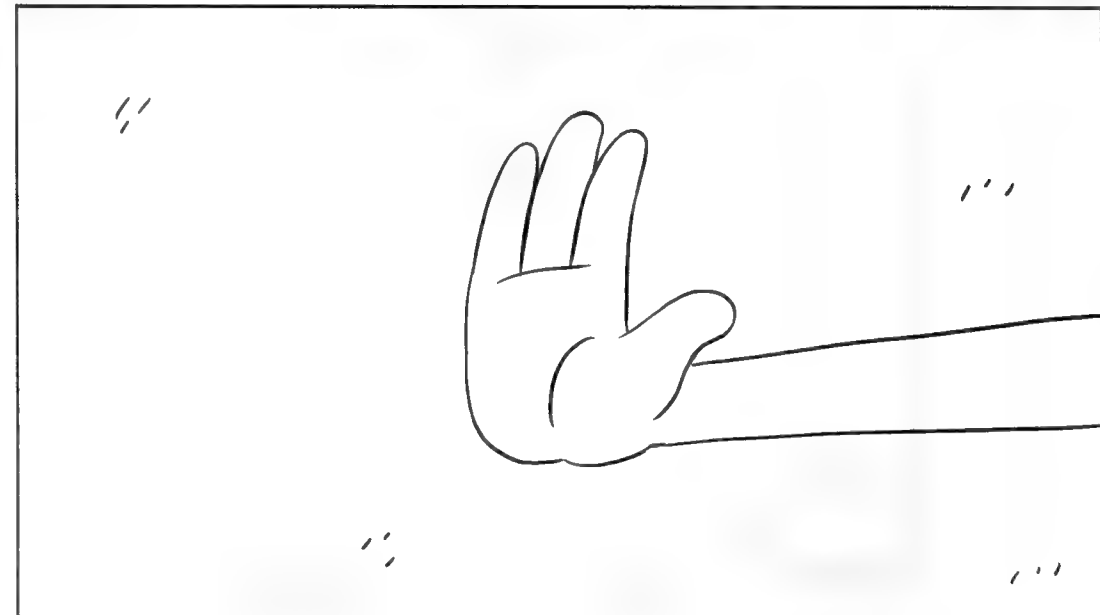


Sc. 10

Pnl. A

Bg.

day night



Dialog:

PB : Ahh!

Action:

- straining -

Timing:

EPISODE #

1042-250

Production :



# ADVENTURE TIME



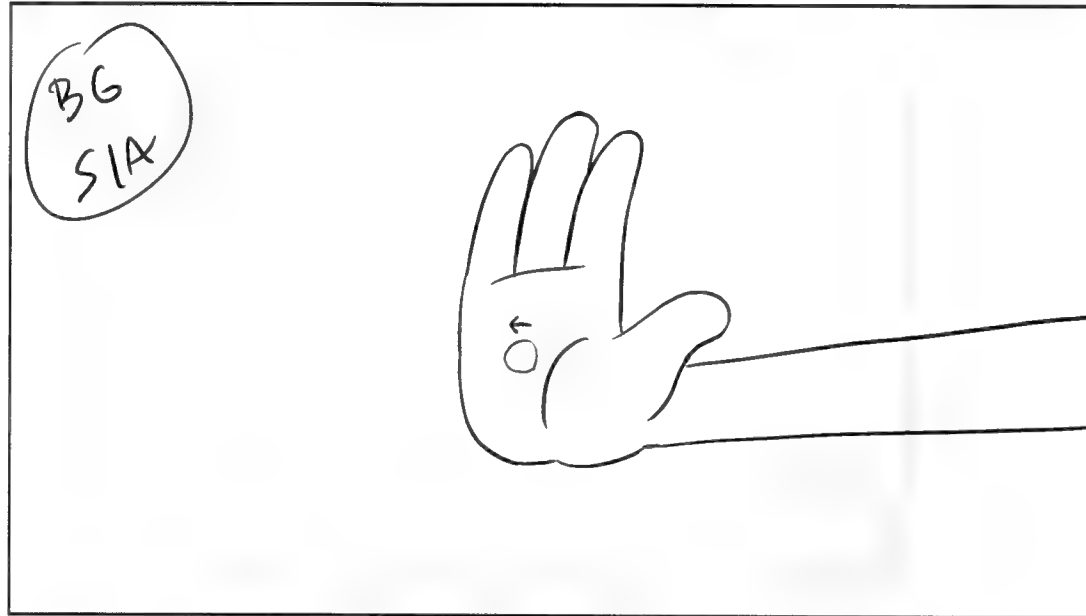
Page 29

Sc. 10

Pnl. B

Bg.

day night

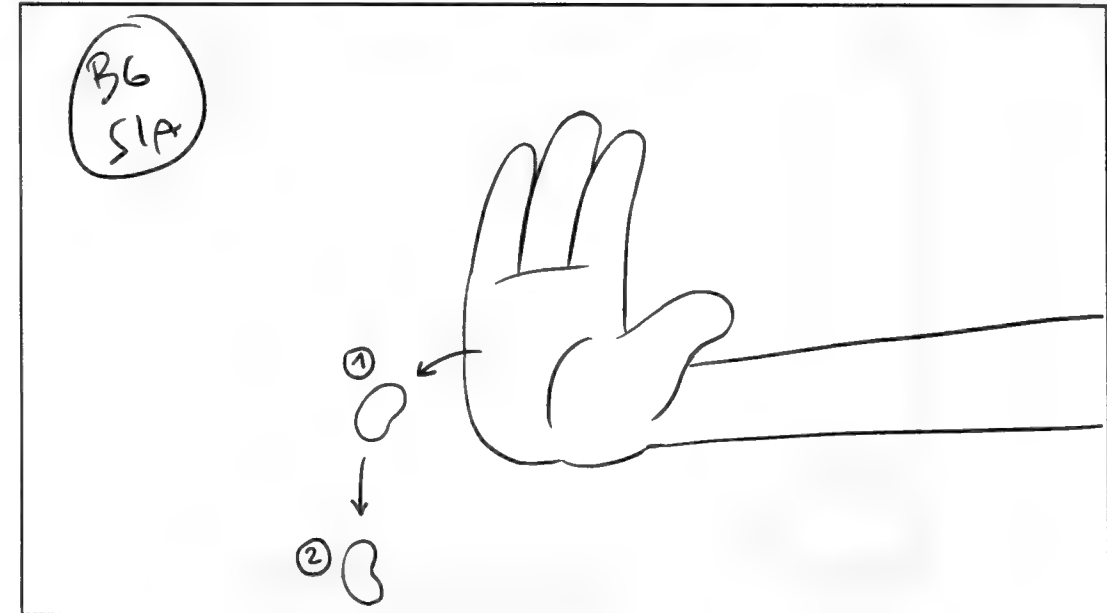


Sc. 10

Pnl. C

Bg.

day night



Dialog:

SFX : \* PRBBBT \*

Action:

- JELLYBEAN SLOWLY PHASES  
OUT OF PB'S PALM.

- Sad jelly bean falls out.

Timing:

1042-250

EPISODE #

Production :



# ADVENTURE TIME



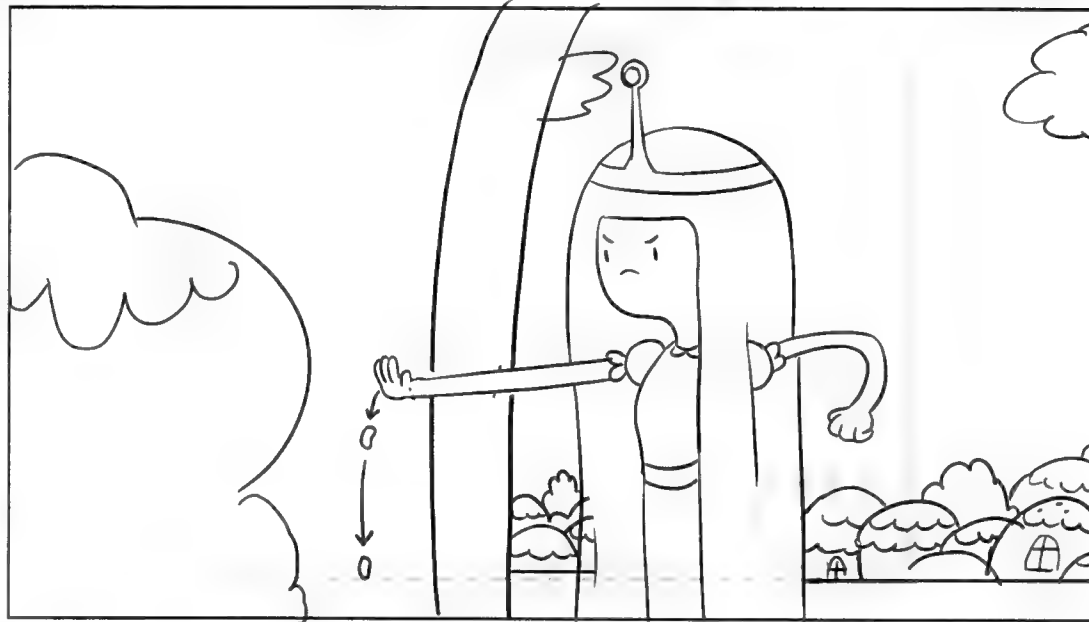
Page 30

Sc. 11

Pnl. A

Bg.

day night

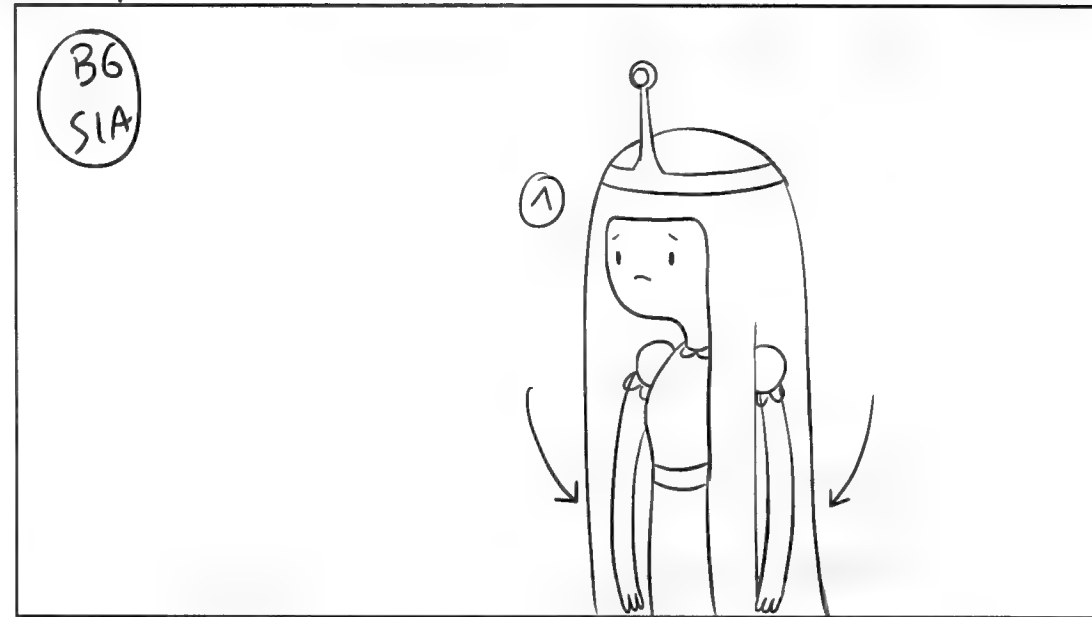


Sc. 11

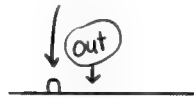
Pnl. B

Bg.

day night



Dialog:



Action:

- JELLYBEAN FALLS OFF/S.

Timing:



Production :

EPISODE #

1042-250



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

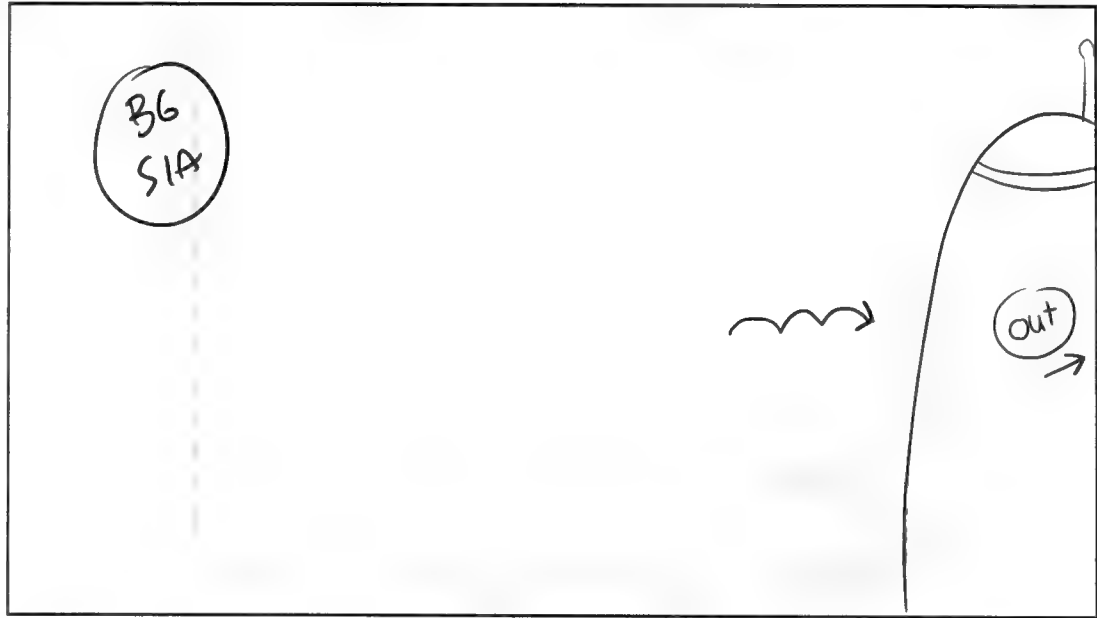


Sc. 11

Pnl. C

Bg.

day night

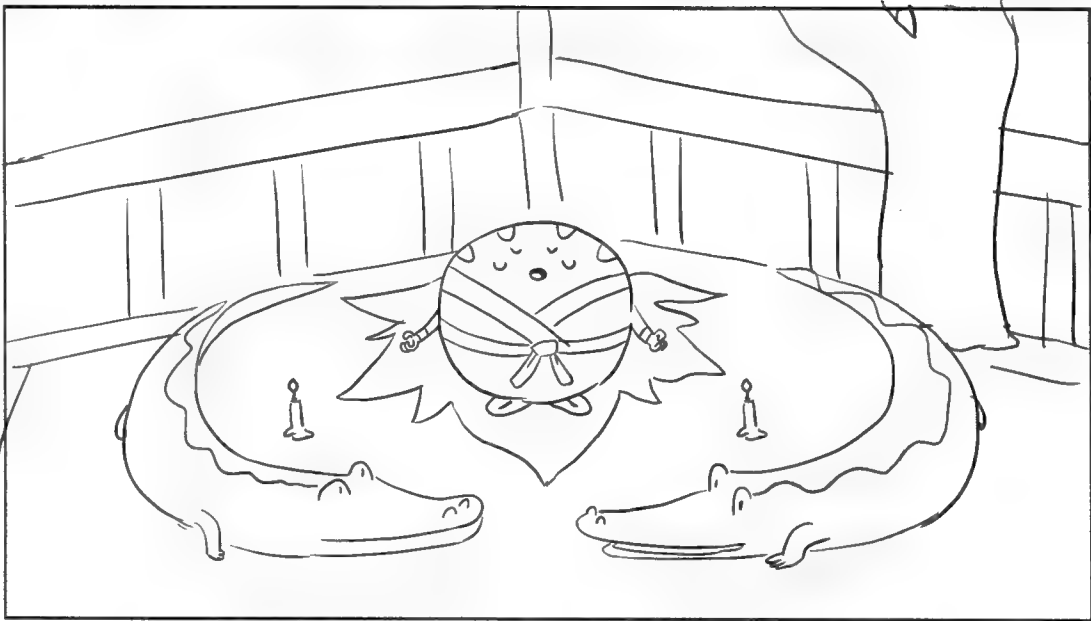


Sc. 12

Pnl. A

Bg.

day night



Dialog:

PEPPERMINT : \* BREATH \*  
BUTLER :

Action:

- PB TURNS AND WALKS OFF ,  
- Pep B in his room  
- REUSE ROOM FROM 'NEMESIS'

Timing:

EPISODE #

Production :

1042-251



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

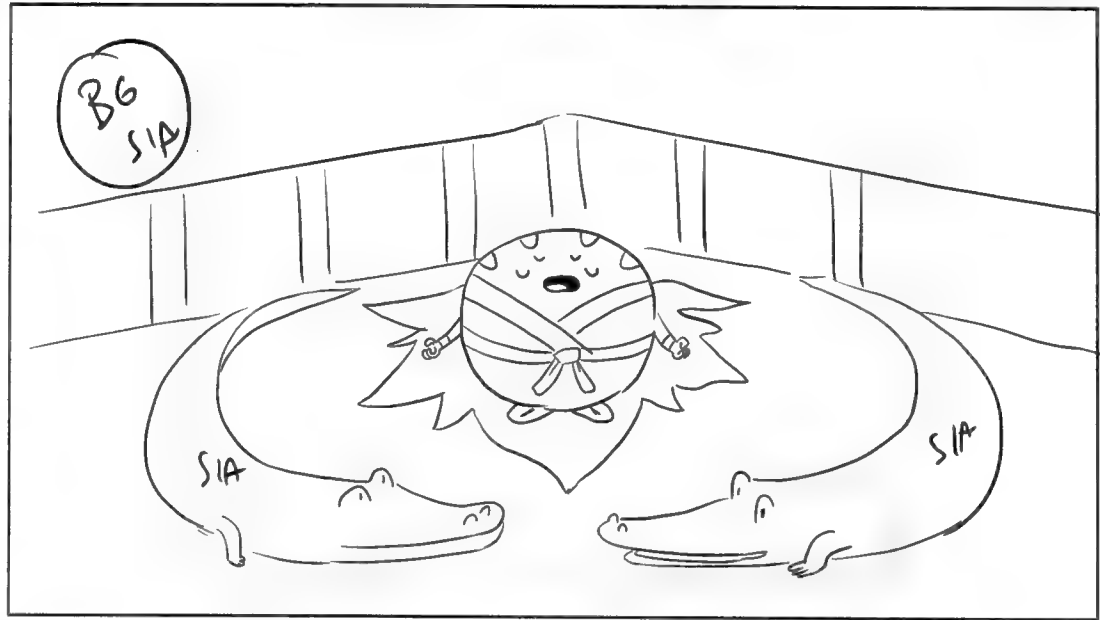


Sc. 13

Pnl. B

Bg.

day night

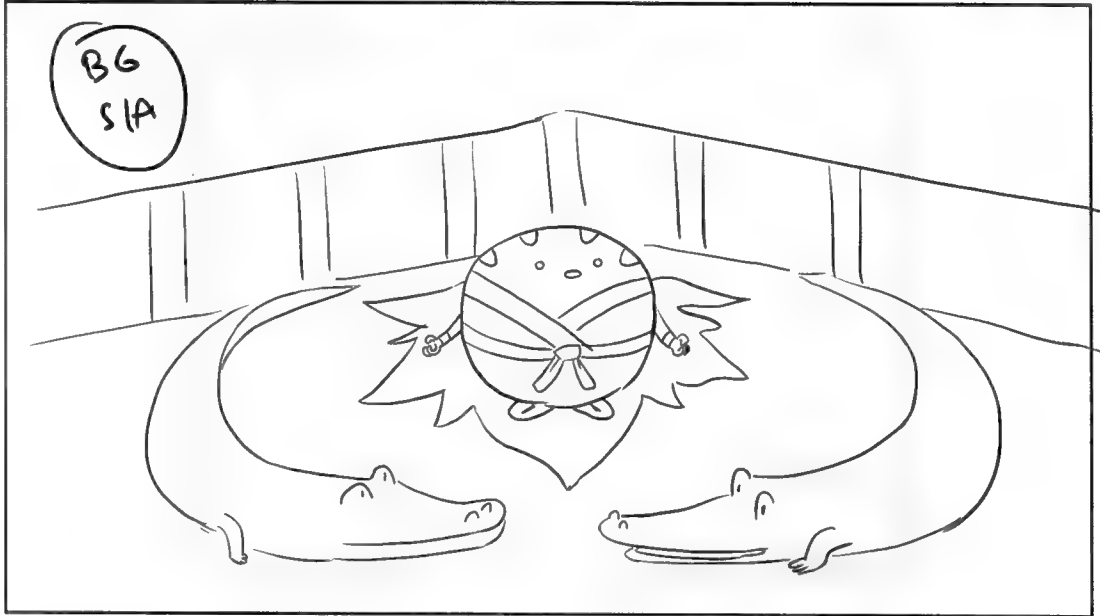


Sc. 13

Pnl. C

Bg.

day night



Dialog:

PepB: I close my eyes and welcome the  
infinite nothingne--

SFX: \* BZZZ \*

PepB: Huh?

Action:

-PEP BUT OPENS HIS EYES.

Timing:

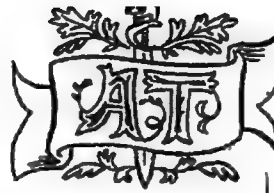
1042-251

EPISODE #

Production :



# ADVENTURE TIME



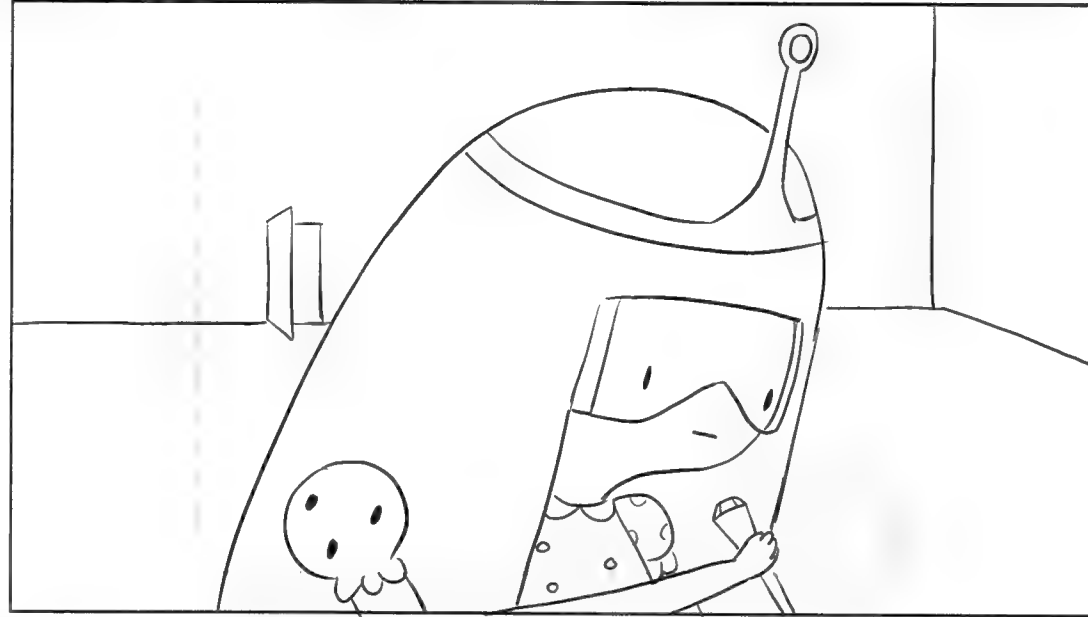
Page 33

Sc. 14

Pnl. A

Bg.

day night

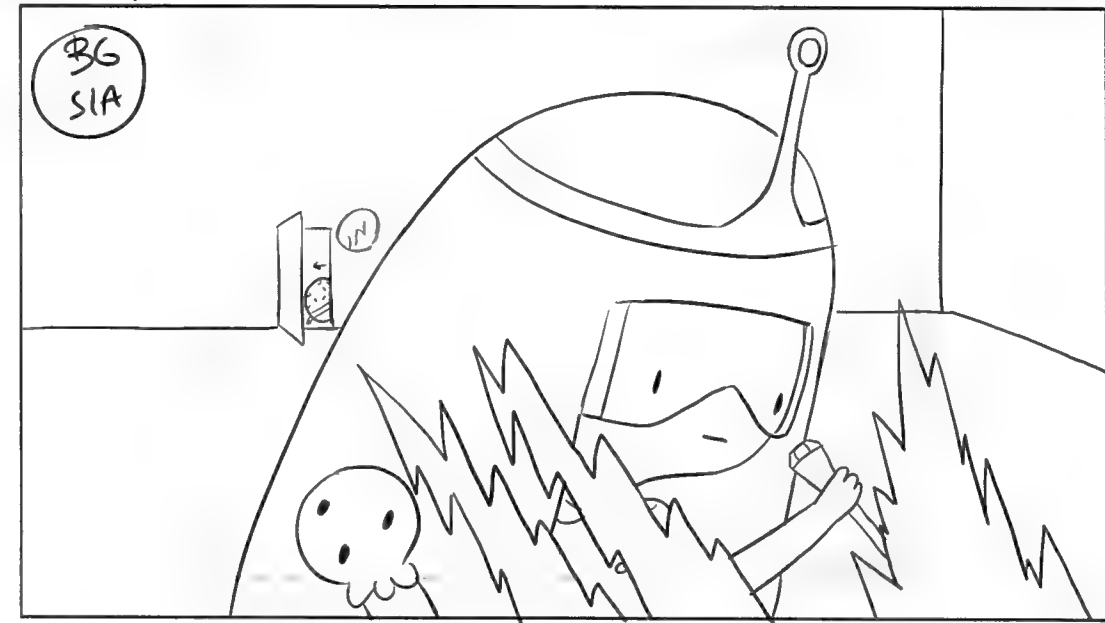


Sc. 14

Pnl. B

Bg.

day night



Dialog:

SFX: \*BZZZT\*

PepB: Princess?

Action:

PB tinkering with something out of view

- Sparks fly out

- PEP BUT APPEARS IN DOORWAY.

Timing:

042-251

EPISODE #

Production :



# ADVENTURE TIME



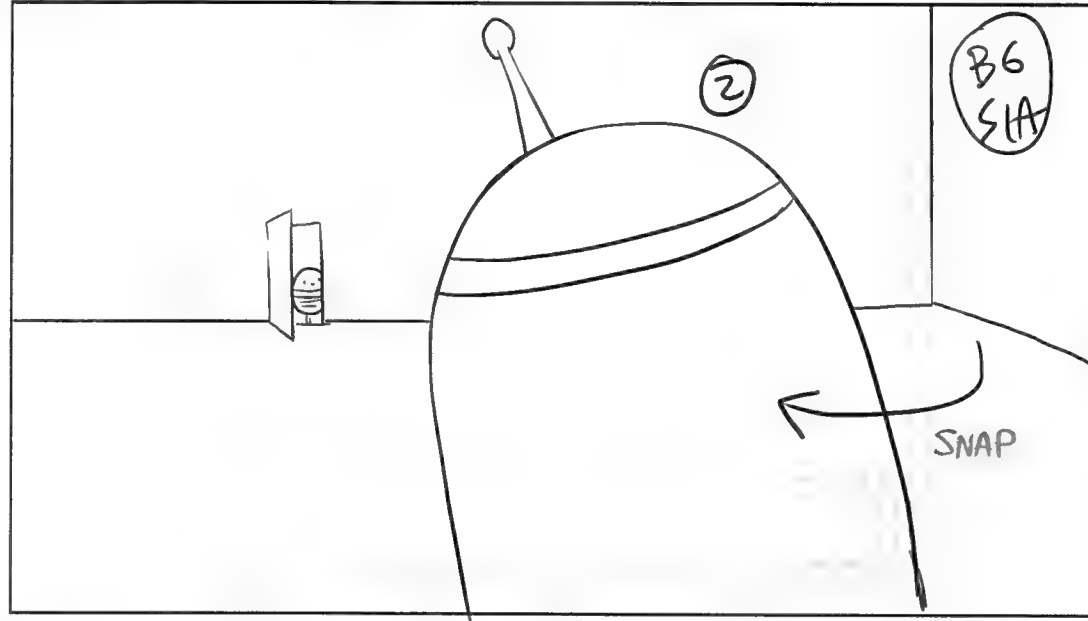
Page 34

Sc. 14

Pnl. C

Bg.

day night

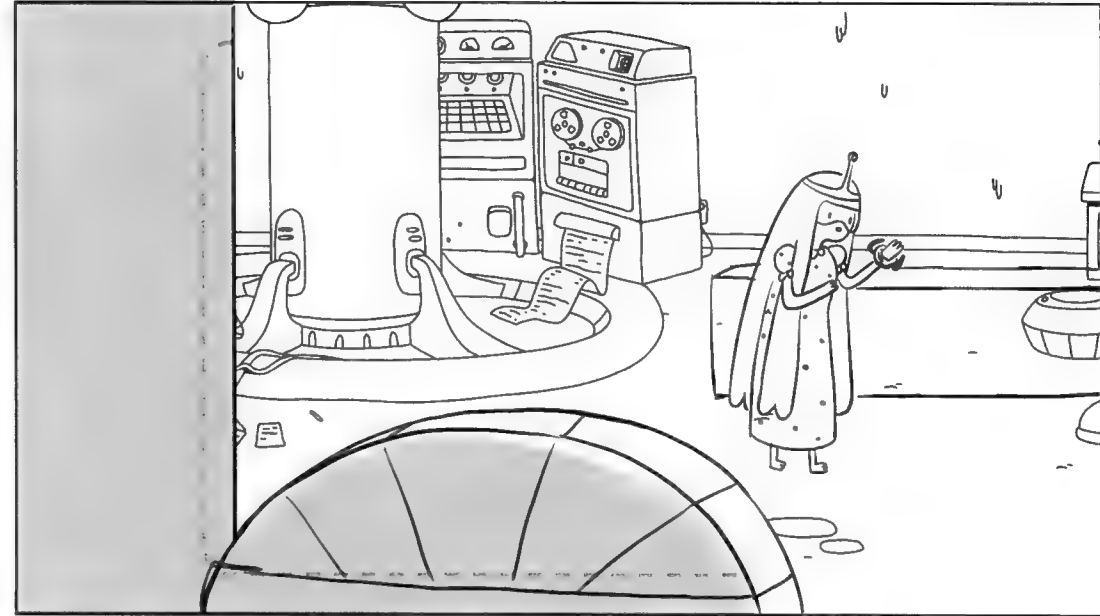


Sc. 15

Pnl. A

Bg.

day night

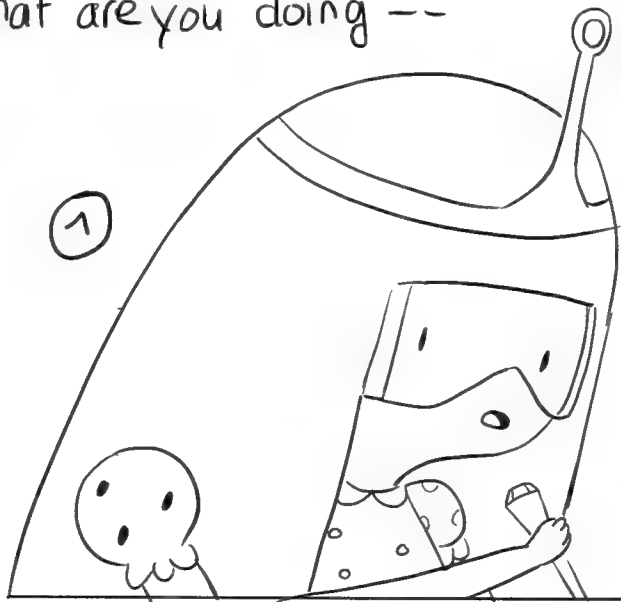


Dialog:

PepB: what are you doing --

Action:

Timing:



PB: Here so late?

-PB TURNS.  
TOWARDS PEP-BUT.

EPISODE #

Production :

1142-251



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

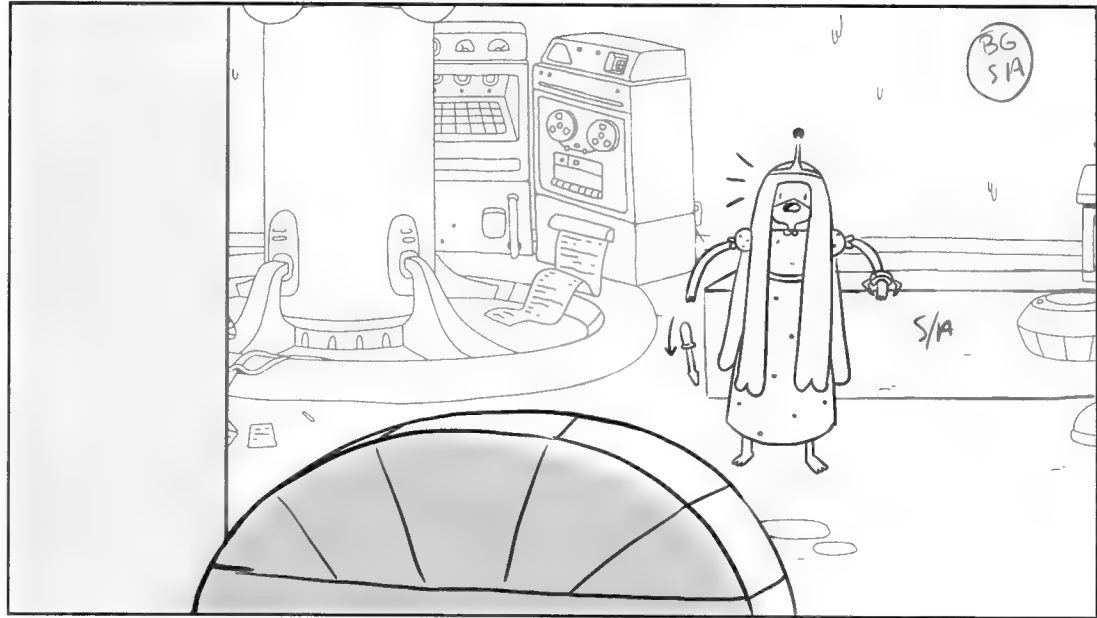


Sc. 15

Pnl. B

Bg.

day night

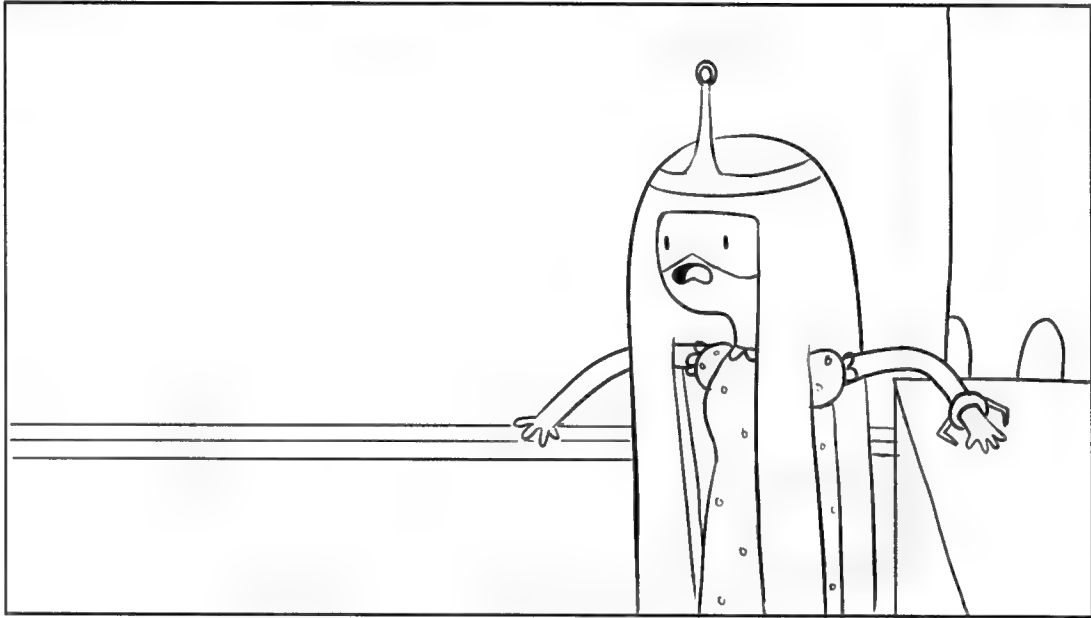


Sc. 16

Pnl. A

Bg.

day night



Dialog: PB : Peps!

Action: - PB PROPS SCREW DRIVER.

Timing:

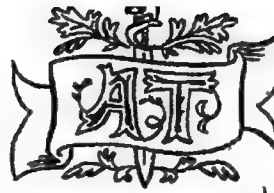
EPISODE #

Production :

042-251



# ADVENTURE TIME



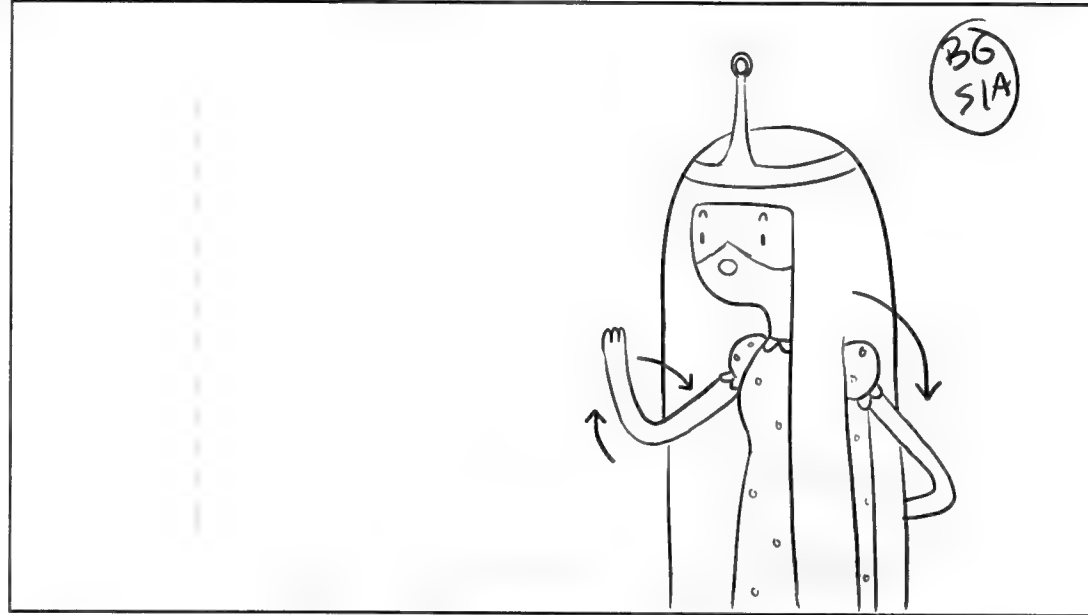
Page 36

Sc. 16

Pnl. B

Bg.

day night

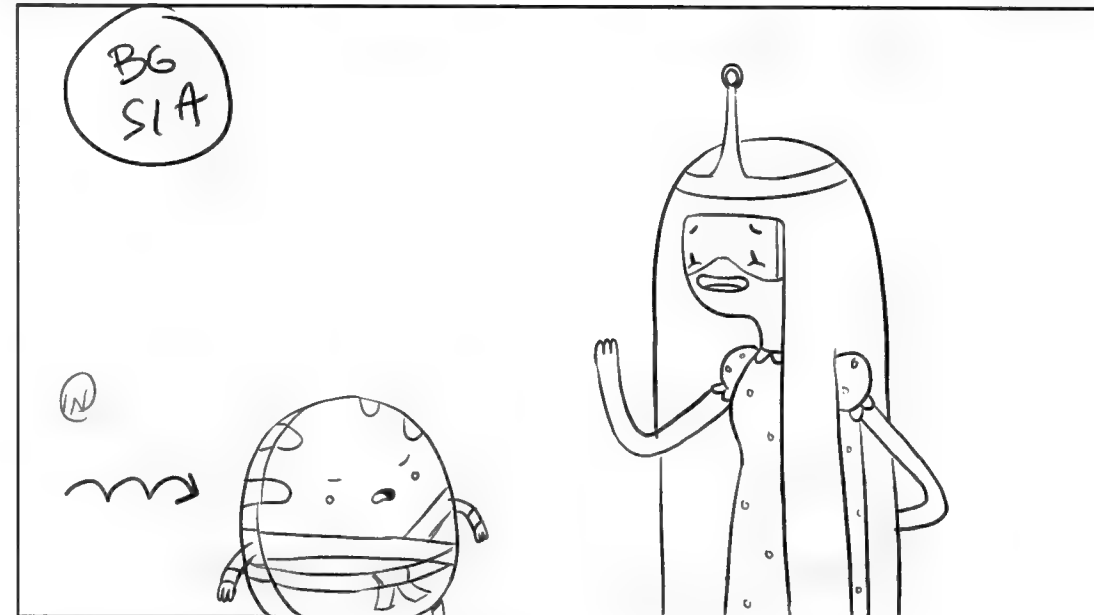


Sc. 16

Pnl. C

Bg.

day night



Dialog:

PB: Heyy buddy. Just doin' some casual  
science jazz.

PeppB: Nice try, show me your hand,  
Young lady!

Action:

- PB HIDES HAND BEHIND HER BACK.

- PEP BUT HURRIES ON/S

Timing:

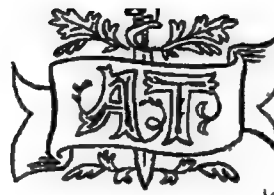
EPISODE #

Production :

1142-251



# ADVENTURE TIME



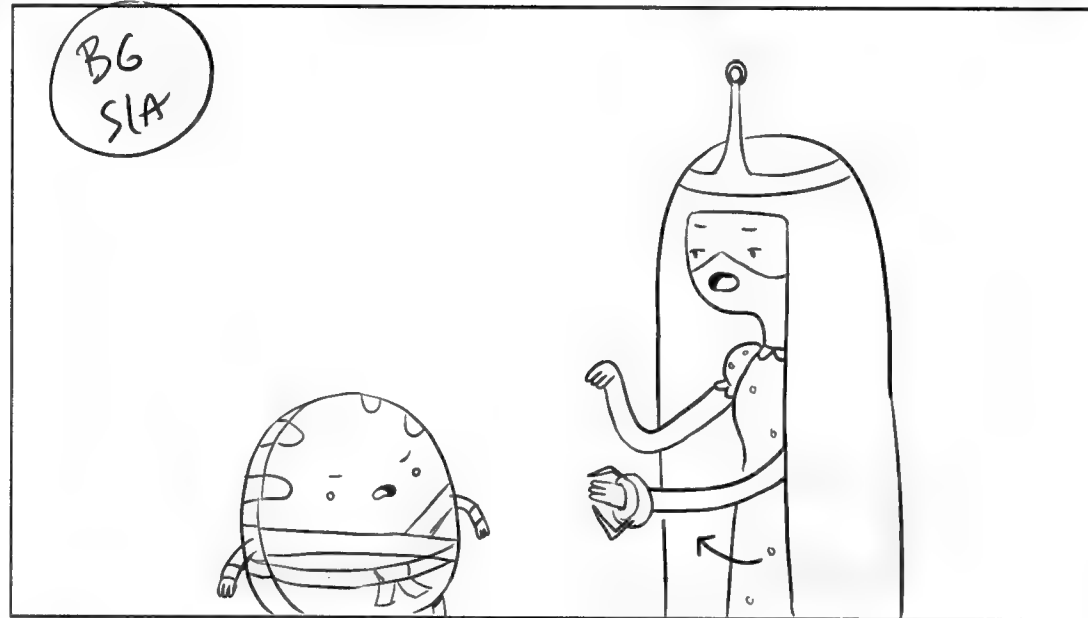
Page 37

Sc. 16

Pnl. D

Bg.

day night

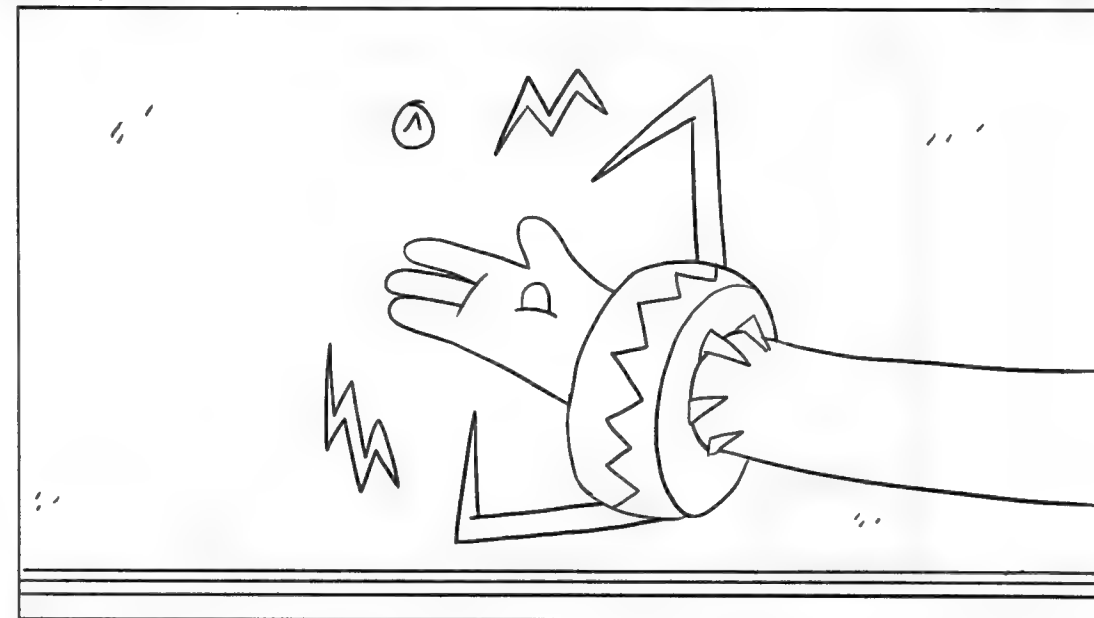


Sc. 17

Pnl. A

Bg.

day night



Dialog:

PB : Fine...

PB : I was trying to chart my candy power to figure out why it's so GARBAGE...

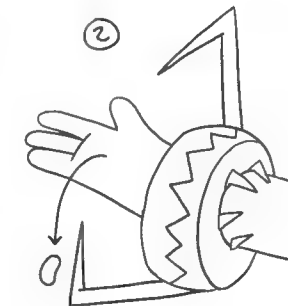
Action:

- PB HOLDS OUT ARM.

- Scary contraption zapping her palm  
- JELLYBEAN PROTUDING

Timing:

FROM PALM.  
- JBAN POPS OUT AND FALLS OFF/S,



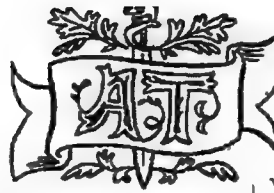
EPISODE #

Production :

042-251



# ADVENTURE TIME



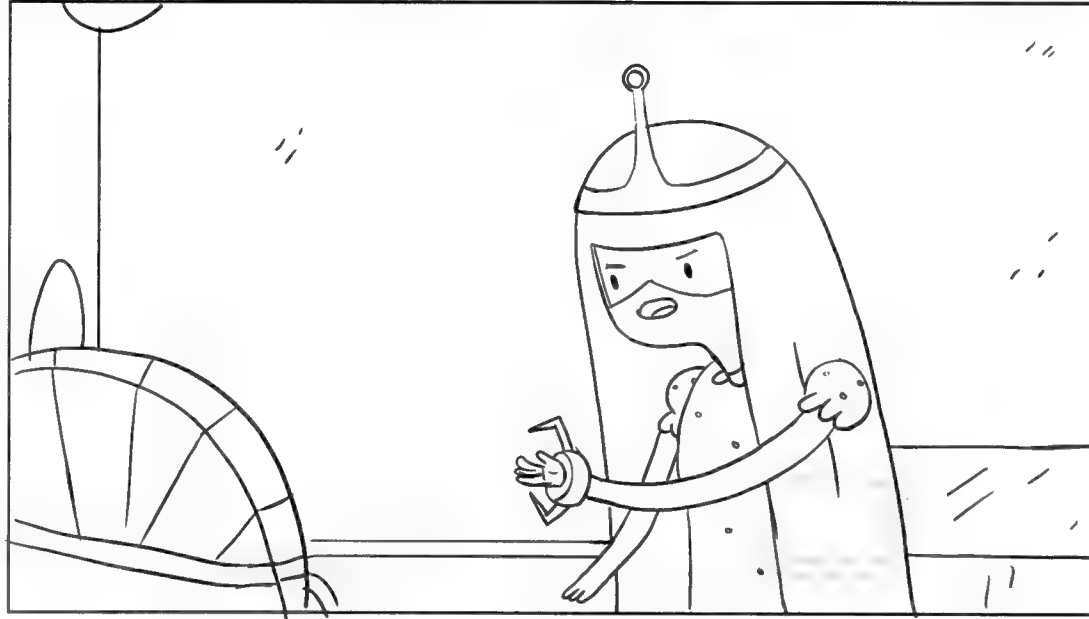
Page 38

Sc. 18

Pnl. A

Bg.

day night

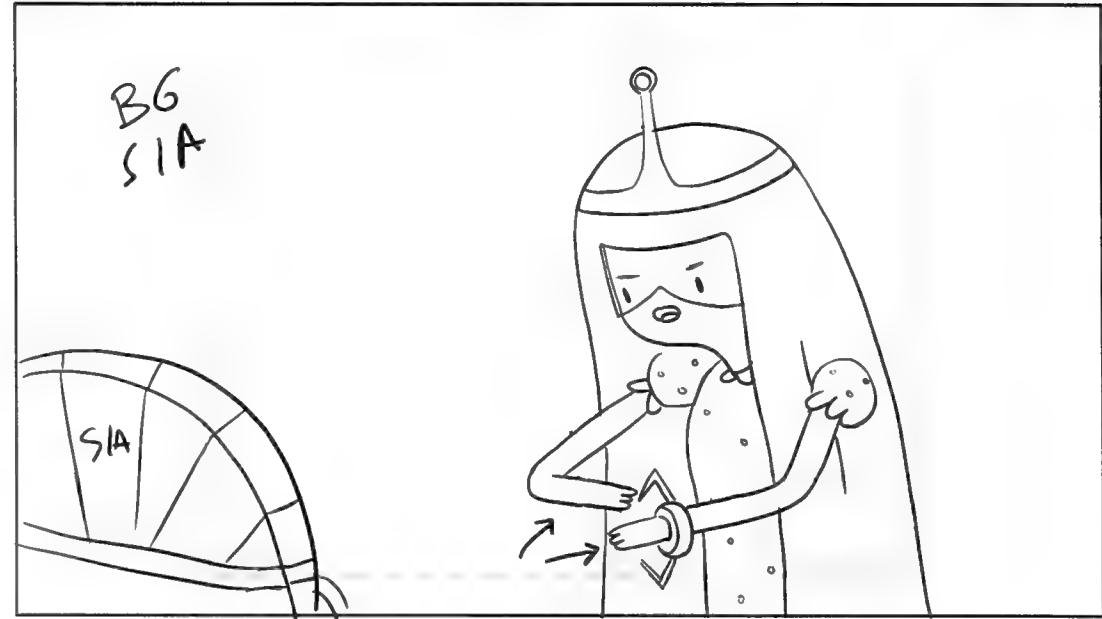


Sc. 18

Pnl. B

Bg.

day night



Dialog: PB: But its GARBAGENESS IS UNCRACKABLE .

PB: All my experiment proved is that --

Action:

Timing:

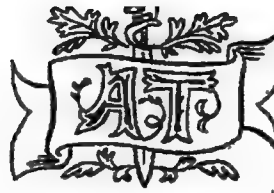
EPISODE #

042-251

Production :



# ADVENTURE TIME



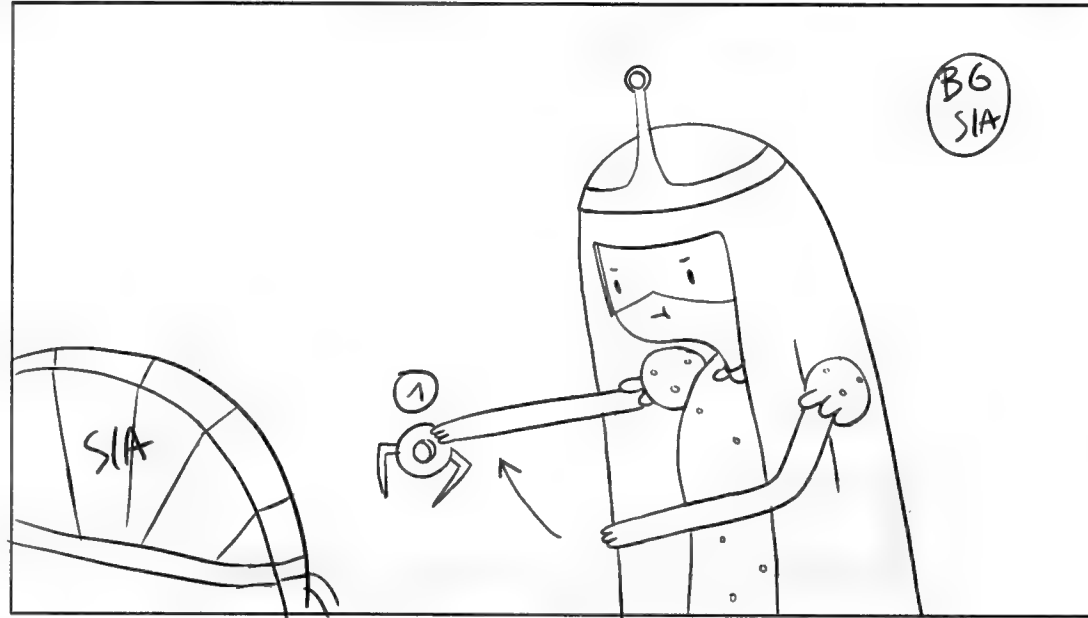
Page 39

Sc. 18

Pnl. C

Bg.

day night

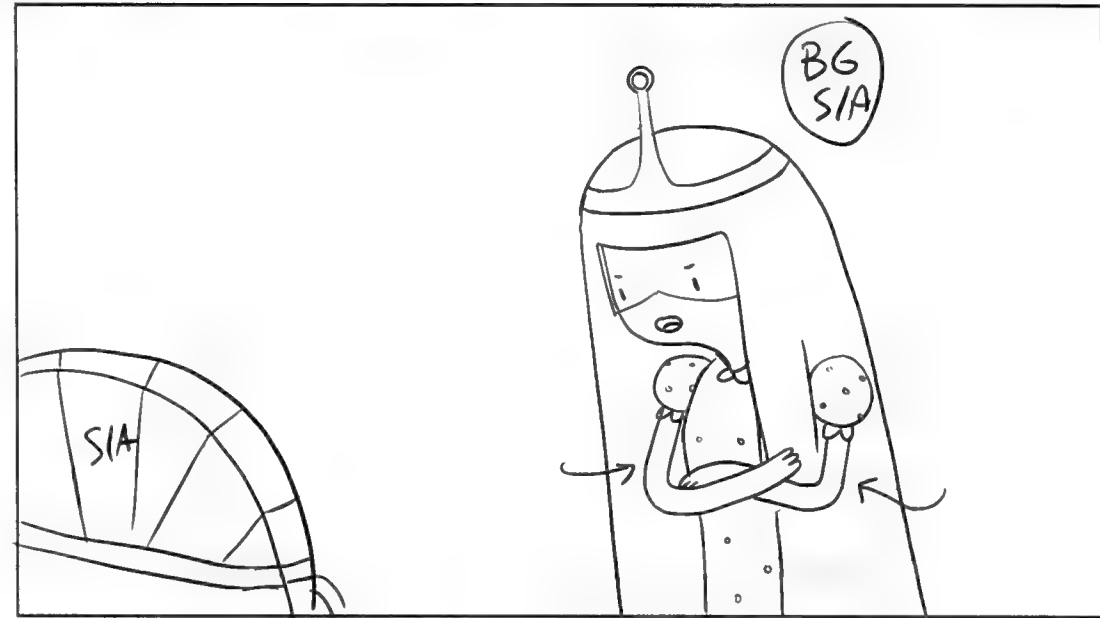


Sc. 18

Pnl. D

Bg.

day night



Dialog:

PB : I might be envious of Slime Princess.

Action:



- PB PULLS OFF APPARATUS  
AND DROPS IT OFF/S.

Timing:



EPISODE #

Production :

1142-251



# ADVENTURE TIME



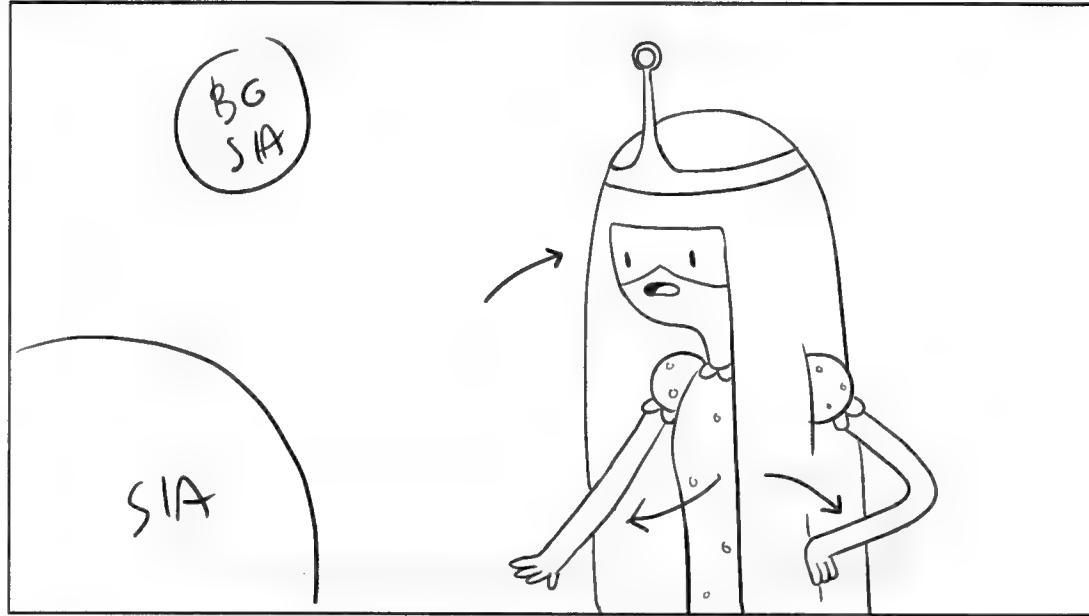
Page 40

Sc. 18

Pnl. E

Bg.

day night

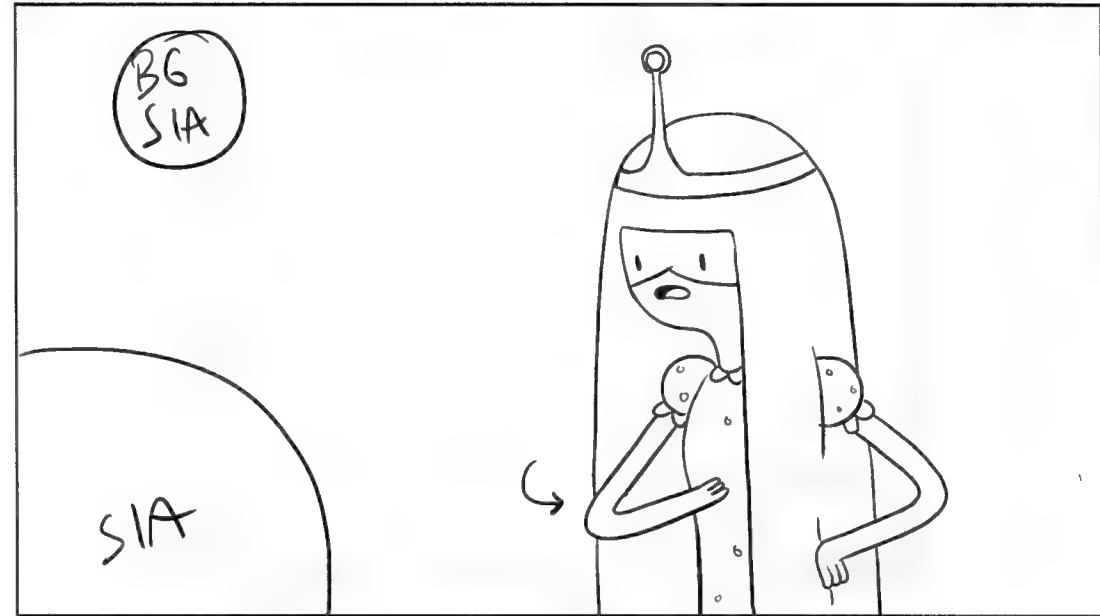


Sc. 18

Pnl. F

Bg.

day night



Dialog:

PB: But why? . . .

PB: Things were fine before jellybeans were --

Action:

Timing:

EPISODE #

042-251

Production :



# ADVENTURE TIME



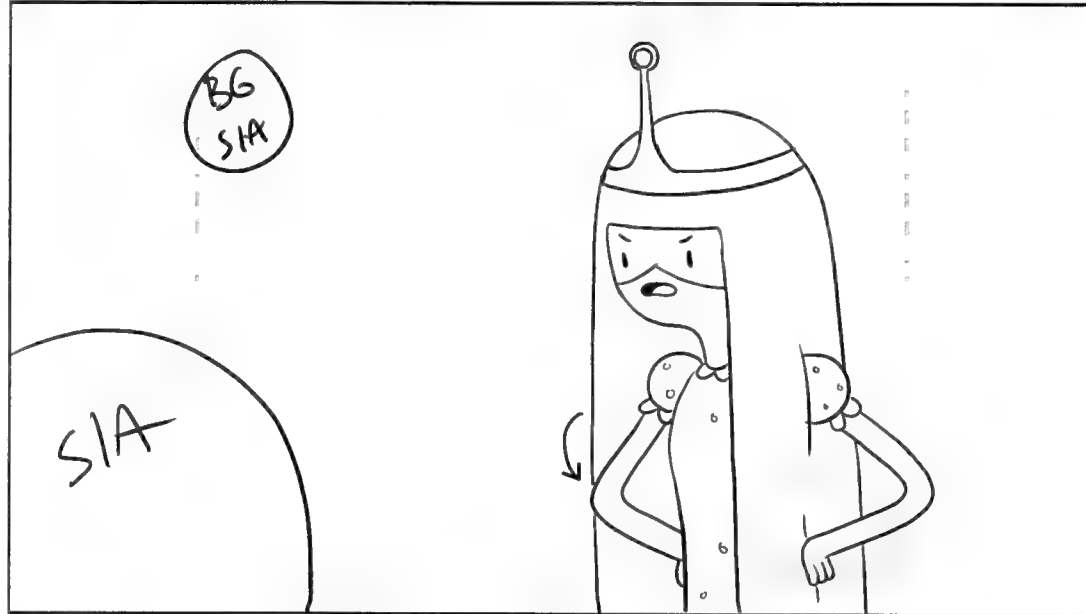
Page 41

Sc. 18

Pnl. G

Bg.

day night

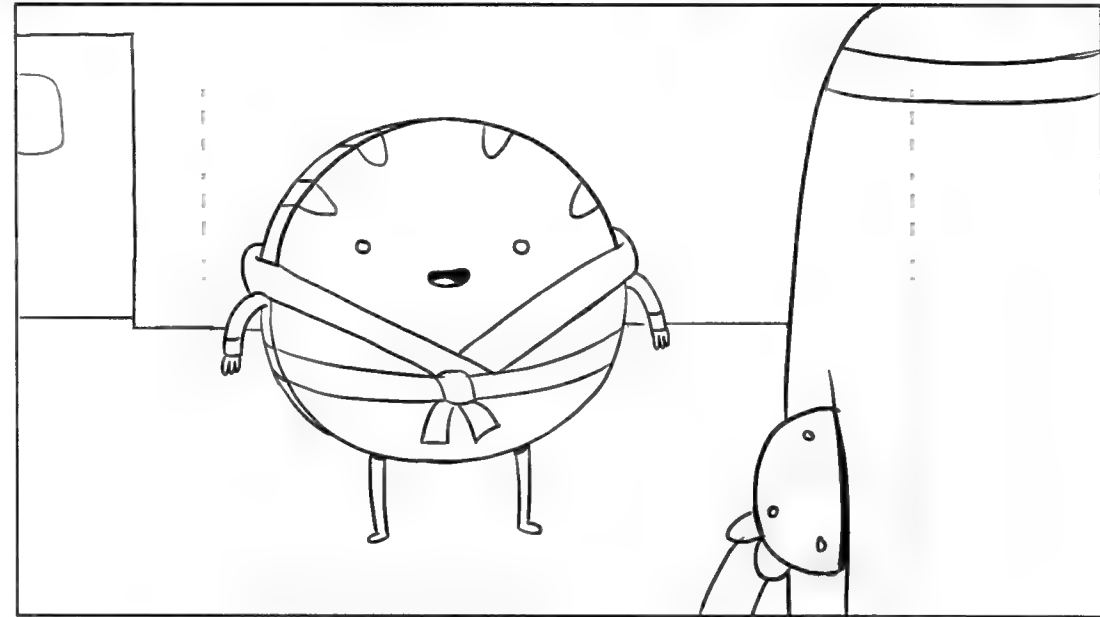


Sc. 19

Pnl. A

Bg.

day night



Dialog:

PB: FARTING OUT OF MY PALMS.

RepB: DON'T GIVE IN TO nostalgia, princess.

Action:

Timing:

1042-250

EPISODE #

Production :



# ADVENTURE TIME



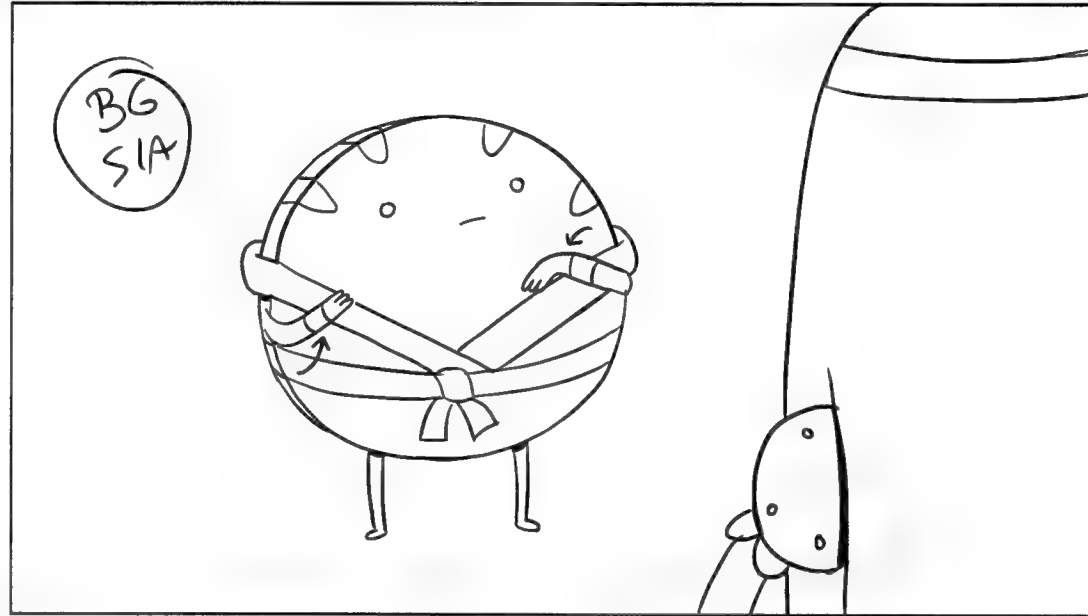
Page 42

Sc. 19

Pnl. B

Bg.

day night

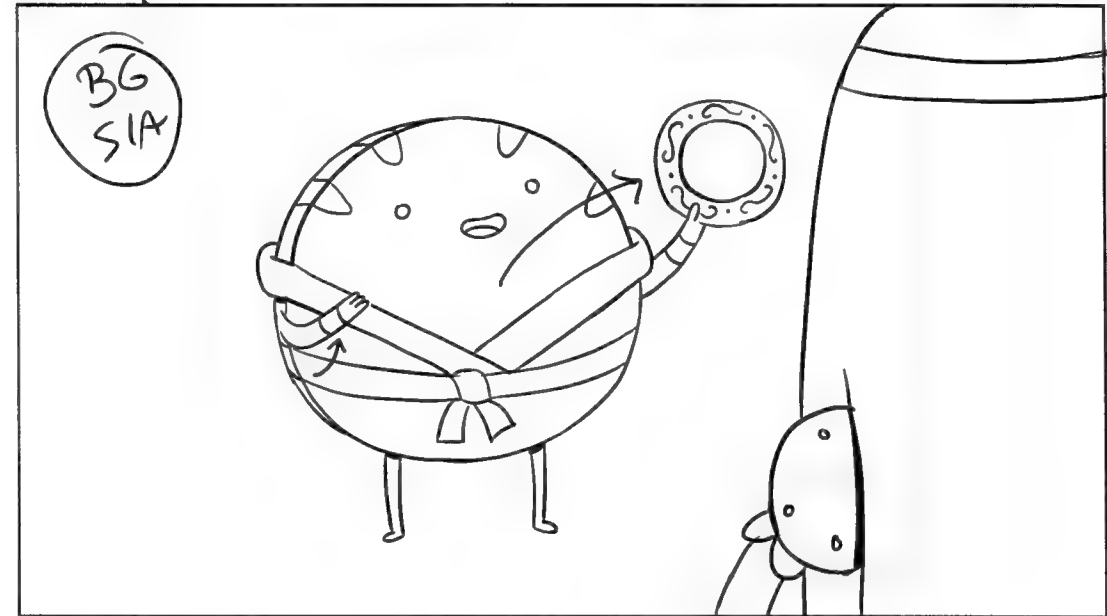


Sc. 19

Pnl. C

Bg.

day night



Dialog:

PepB: One day a person is livin' their normal life --

Action:

- PepB takes plate out of robe.

Timing:

1042-250

EPISODE #

Production :





# ADVENTURE TIME

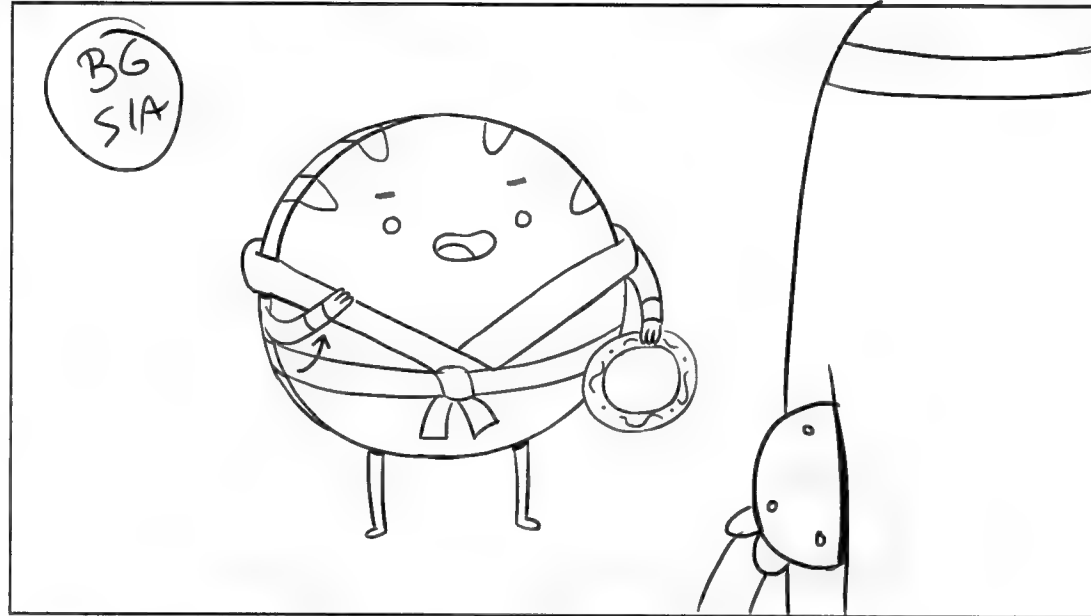
Page 43

Sc. 19

Pnl. D

Bg.

day night

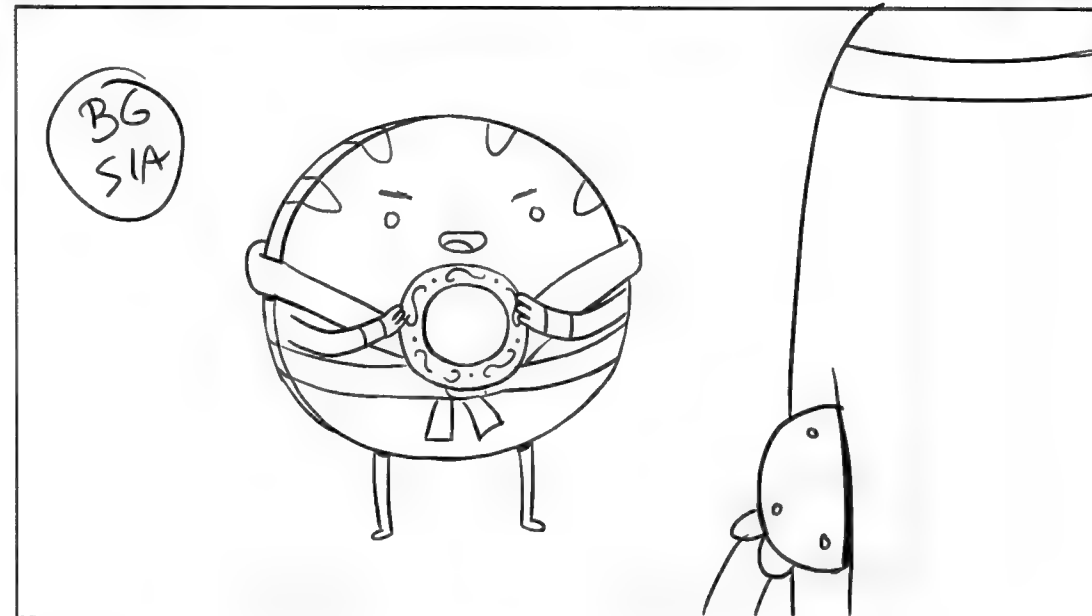


Sc. 19

Pnl. E

Bg.

day night



Dialog: PepB : The next day they find out they're vessels for an ancient source of power.

PepB : And they DEAL WITH IT.

Action:

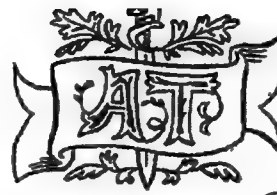
Timing:

EPISODE # 042-251

Production :



# ADVENTURE TIME



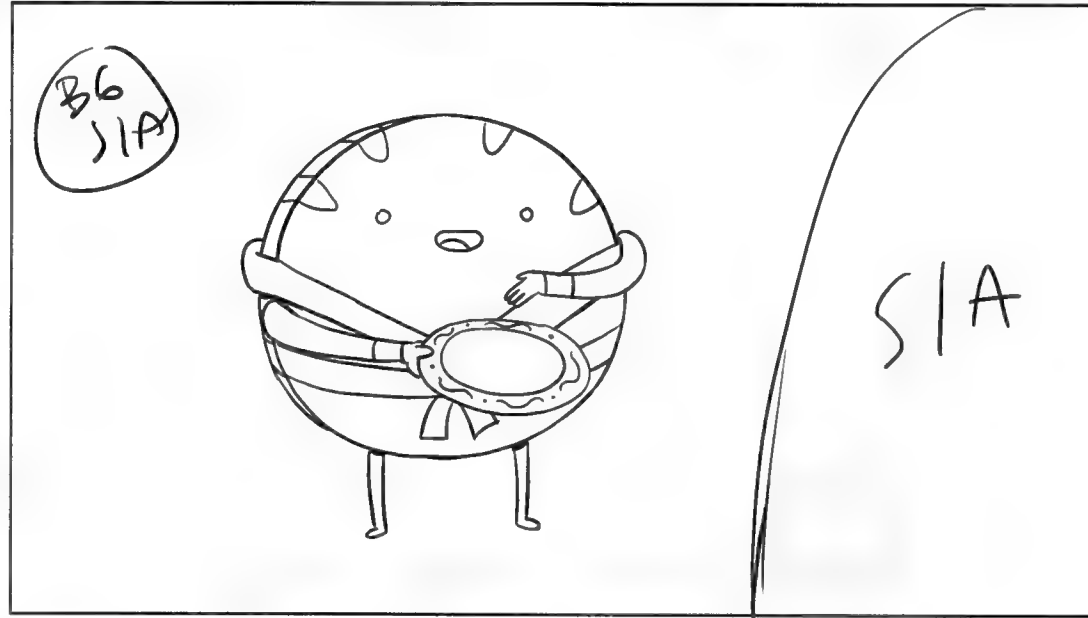
Page 44

Sc. 19

Pnl. F

Bg.

day night

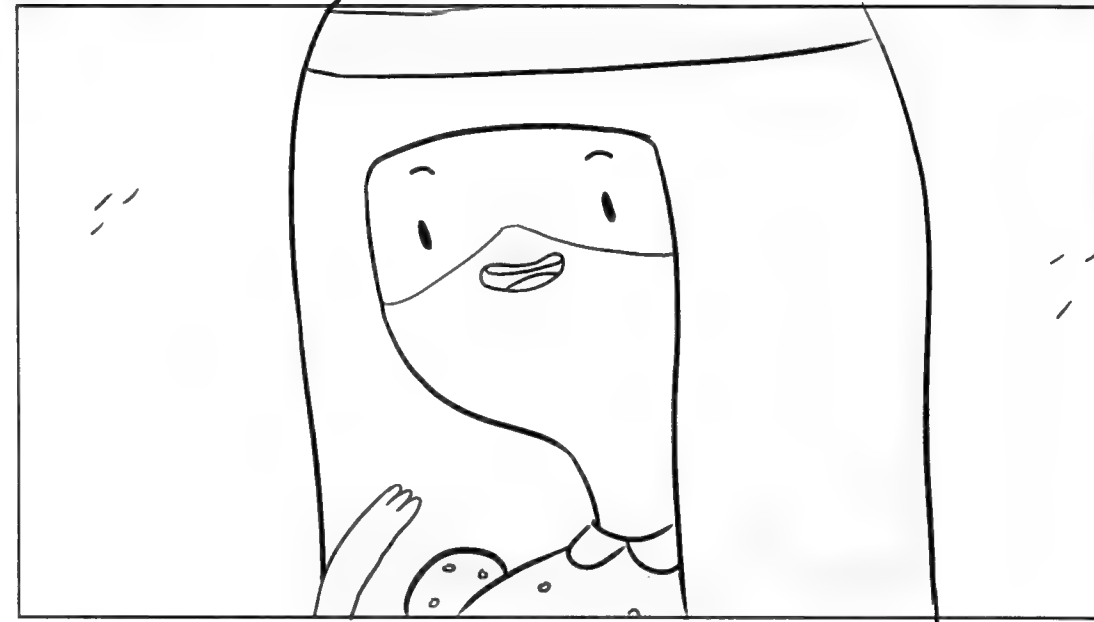


Sc. 20

Pnl. A

Bg.

day night



Dialog: PepB: Now, imagine this plate's an enemy of the Kingdom...

PB: You sleep with a plate?

Action:

Timing:

EPISODE # 1042-250

Production :



ADVENTURE TIME

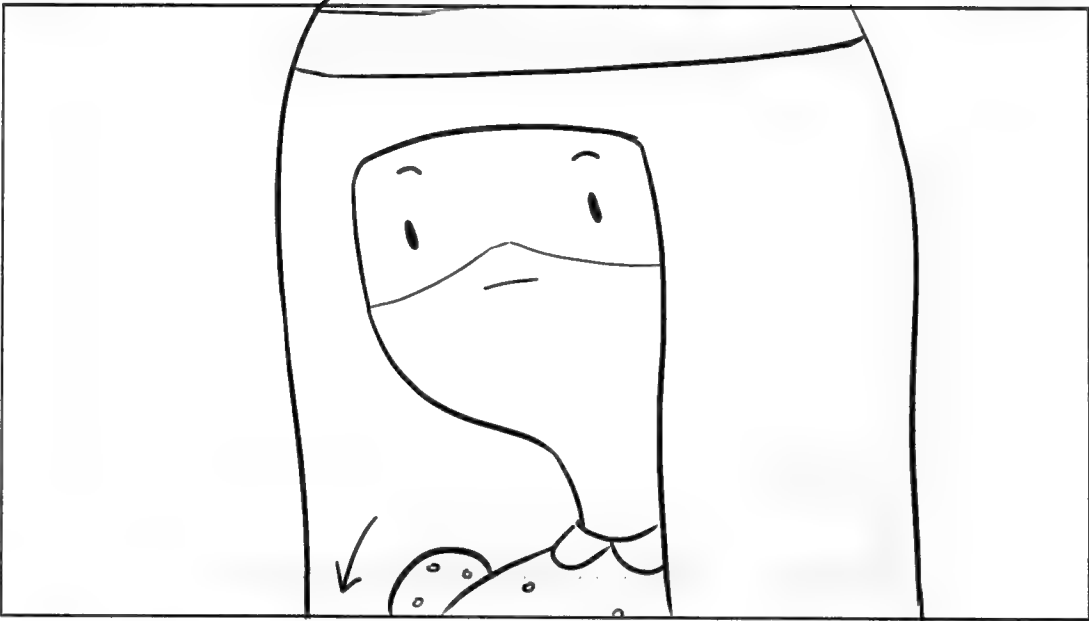


Sc. 20

Pnl. B

Bg.

day night

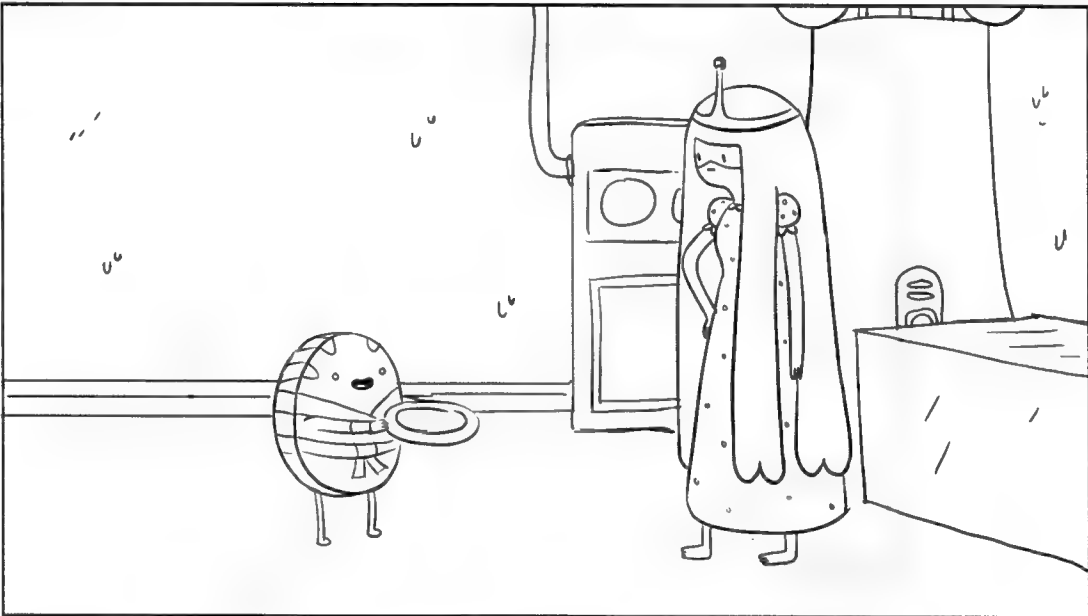


Sc. 21

Pnl. A

Bg.

day night



Dialog: PepB : I'm a butler. Anyhow-  
(ois) The whole Kingdom's lookin'  
to you to beat it.

PepB : You're gonna shoot it with streams of  
powerful candy, --

Action:

Timing:

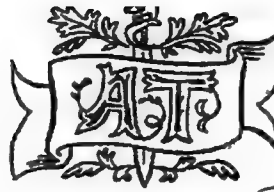
EPISODE #

Production :

0042-250



# ADVENTURE TIME



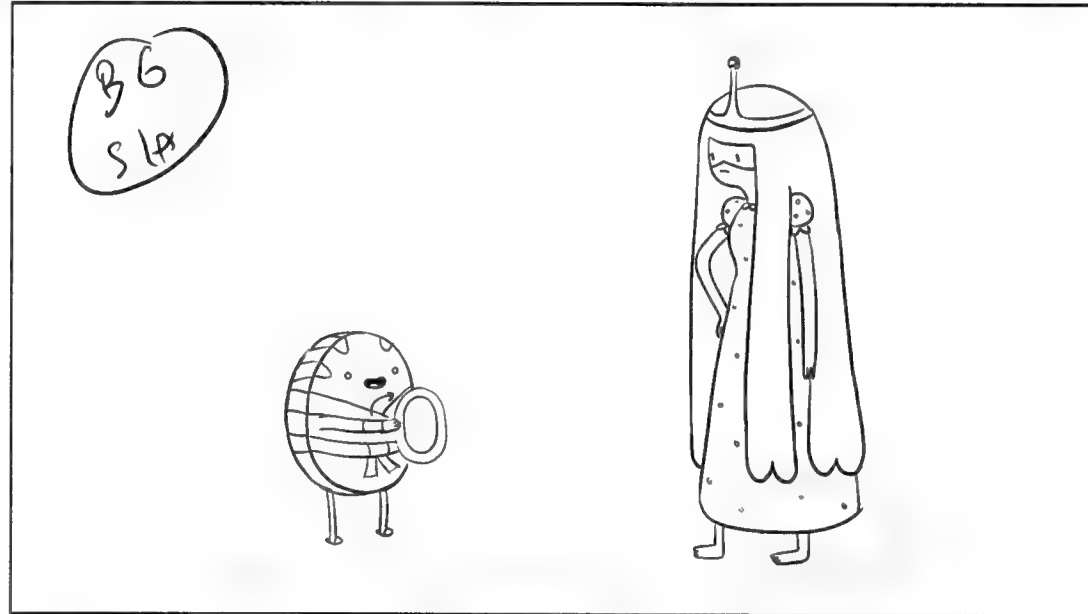
Page 46

Sc. 21

Pnl. B

Bg.

day night

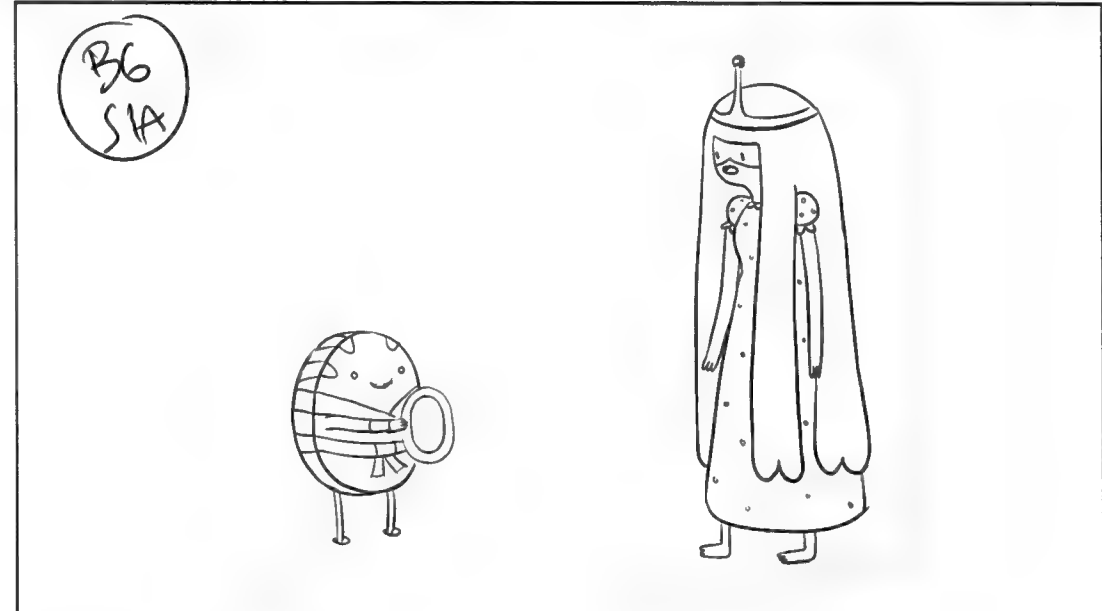


Sc. 21

Pnl. C

Bg.

day night



Dialog: PepB: And it's gonna blow their freakin' minds!

PB: Well... okay.

Action:

Timing:

1042-251

EPISODE #

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

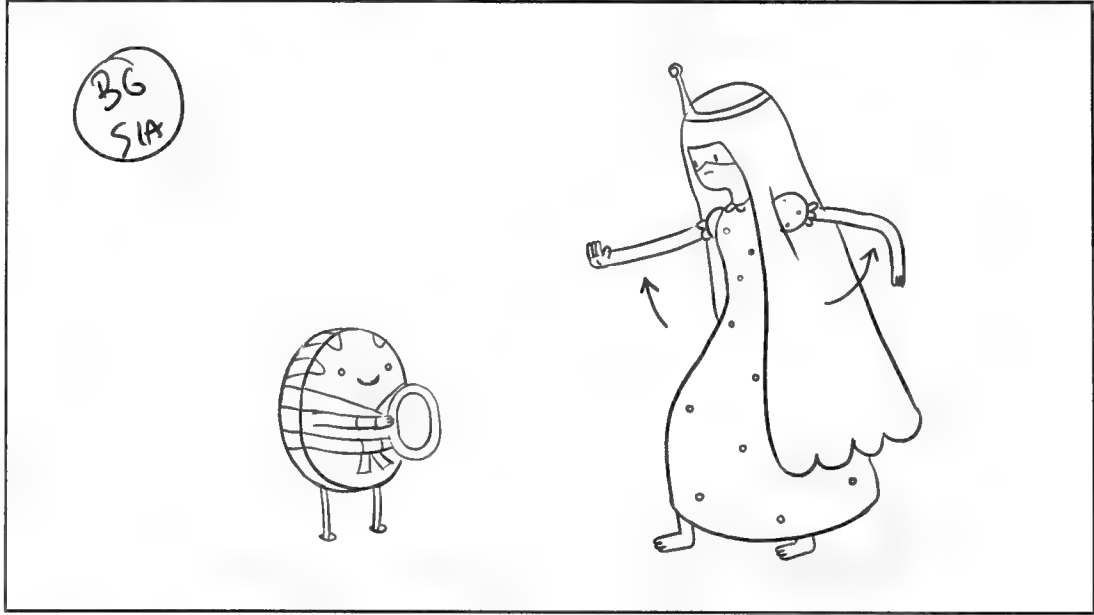


Sc. 21

Pnl. D

Bg.

day night

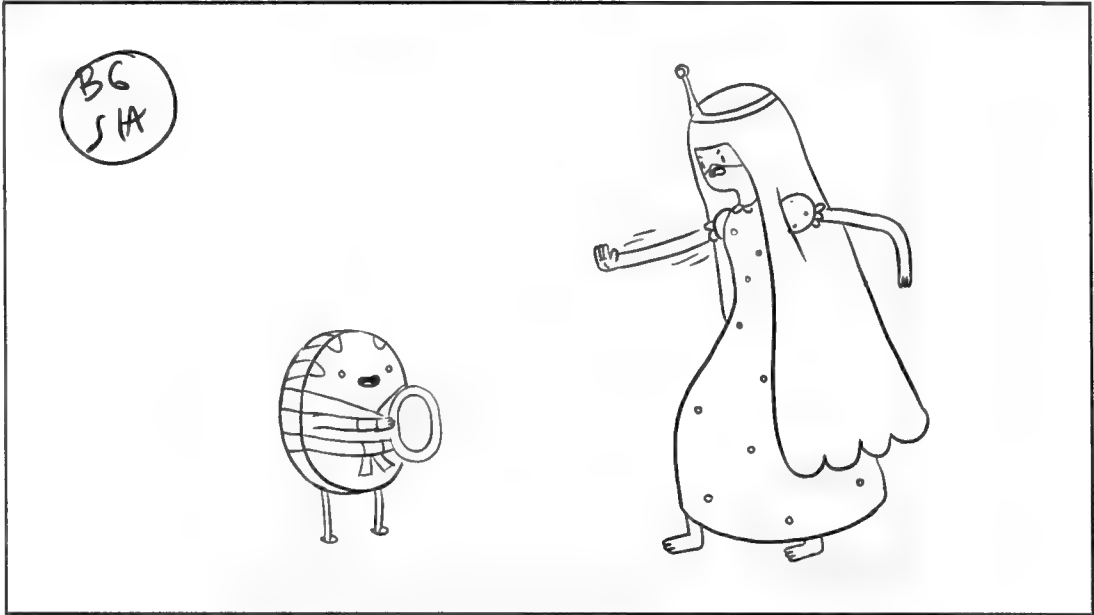


Sc. 21

Pnl. E

Bg.

day night



Dialog:

PB: [strains]

Action:

-PB RAISES ARM.

- PB SHAKES WITH EFFORT

Timing:

EPISODE # 1042-2b1  
Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

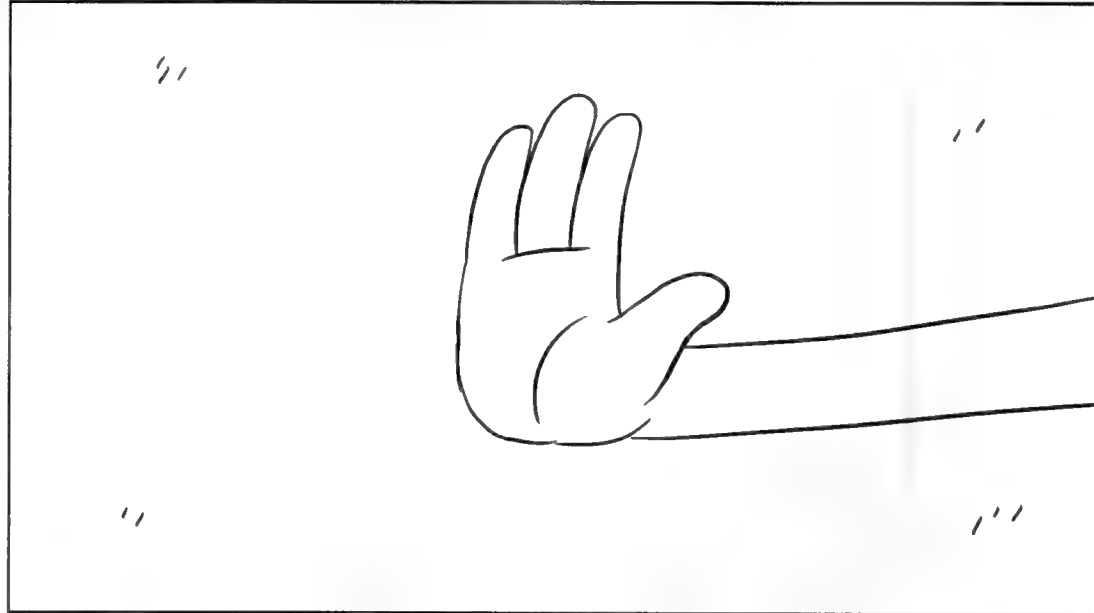


Sc. 22

Pnl. A

Bg.

day night

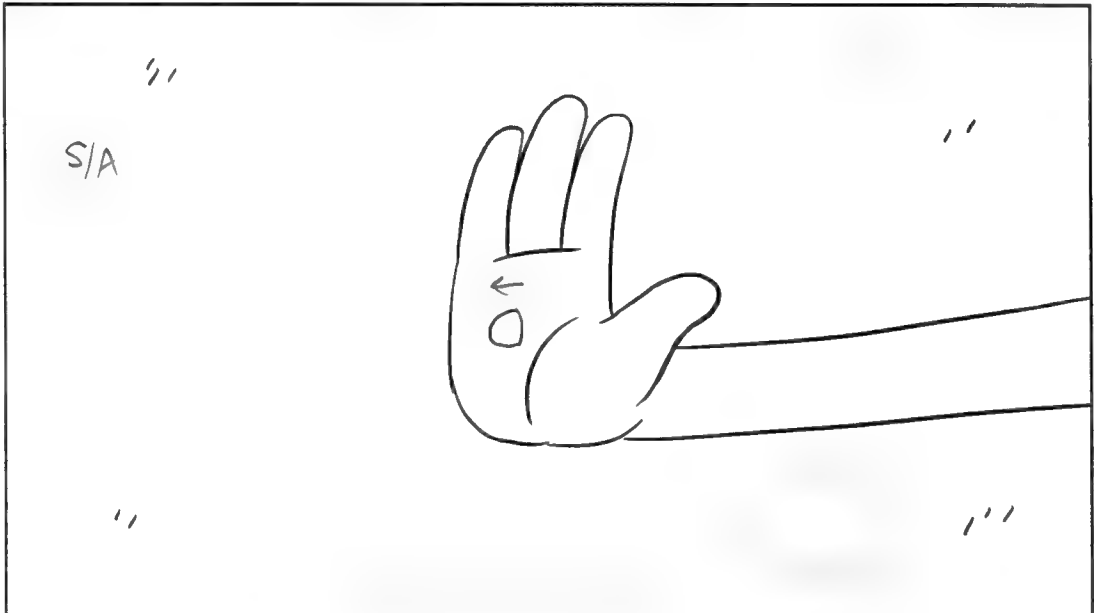


Sc. 22

Pnl. B

Bg.

day night



Dialog:	* PRBBT *
Action:	- JELLY BEAN SLOWLY PHASES OUT OF PALM.
Timing:	

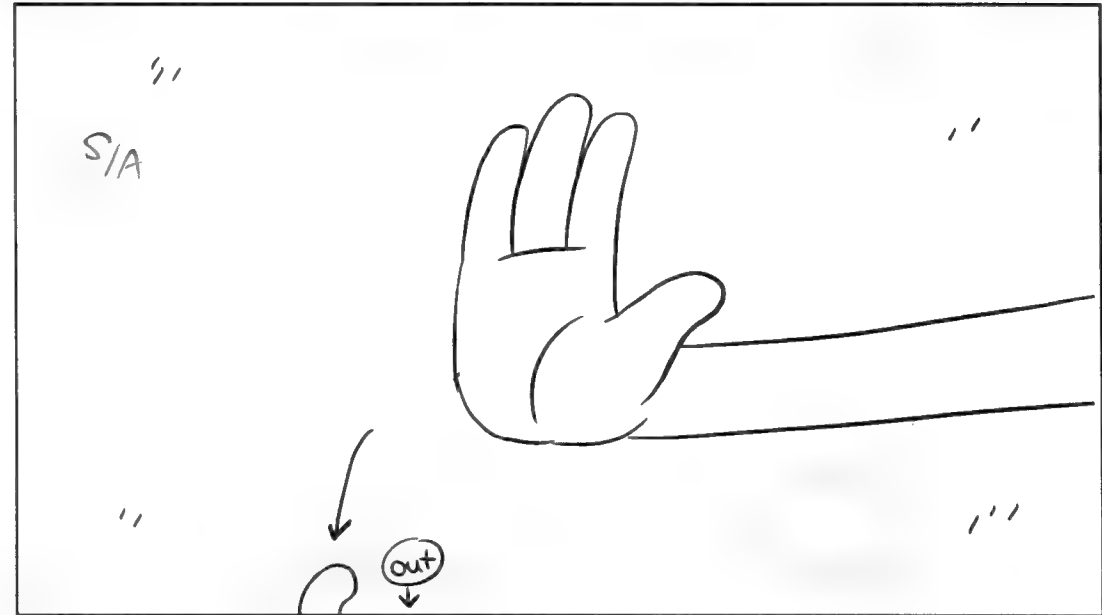
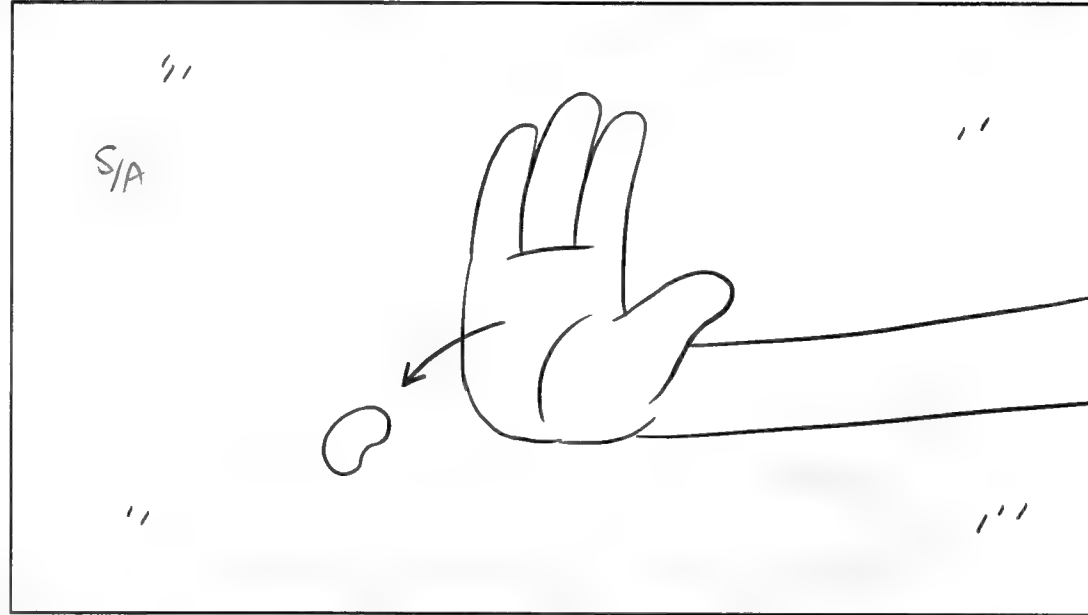
1042-250  
EPISODE #  
Production :



# ADVENTURE TIME



Sc. 22 Pnl. C Bg. day night Sc. 22 Pnl. D Bg. day night Page 49



Dialog:

Action:

-JELLYBEAN POPS LOOSE AND FALLS OFF/S.

Timing:

1042-251

EPISODE #

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

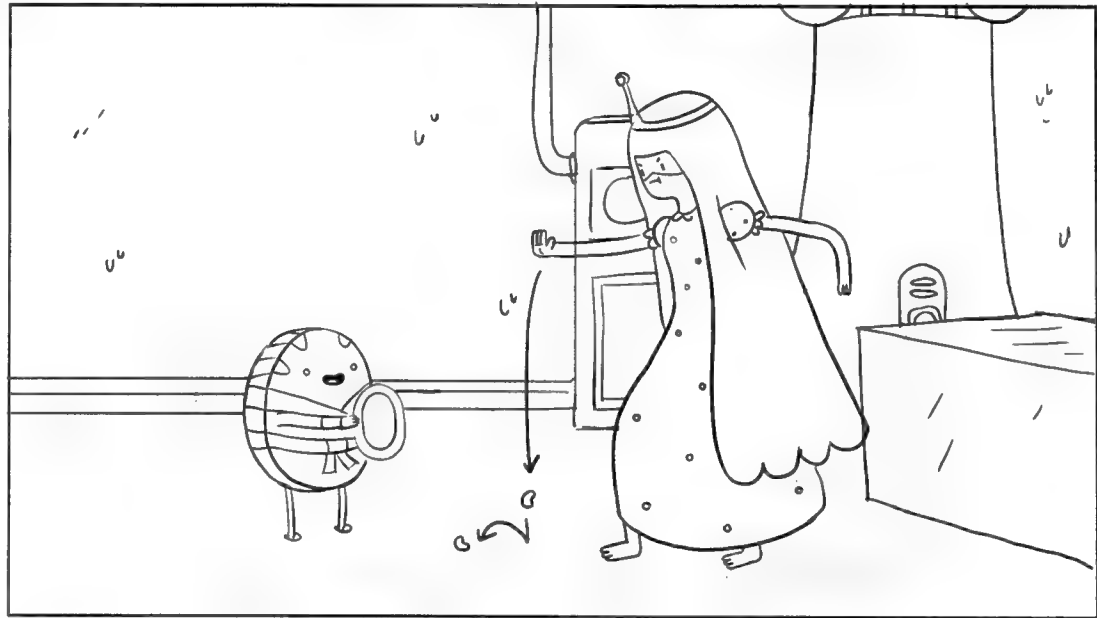


Sc. 23

Pnl. A

Bg.

day night

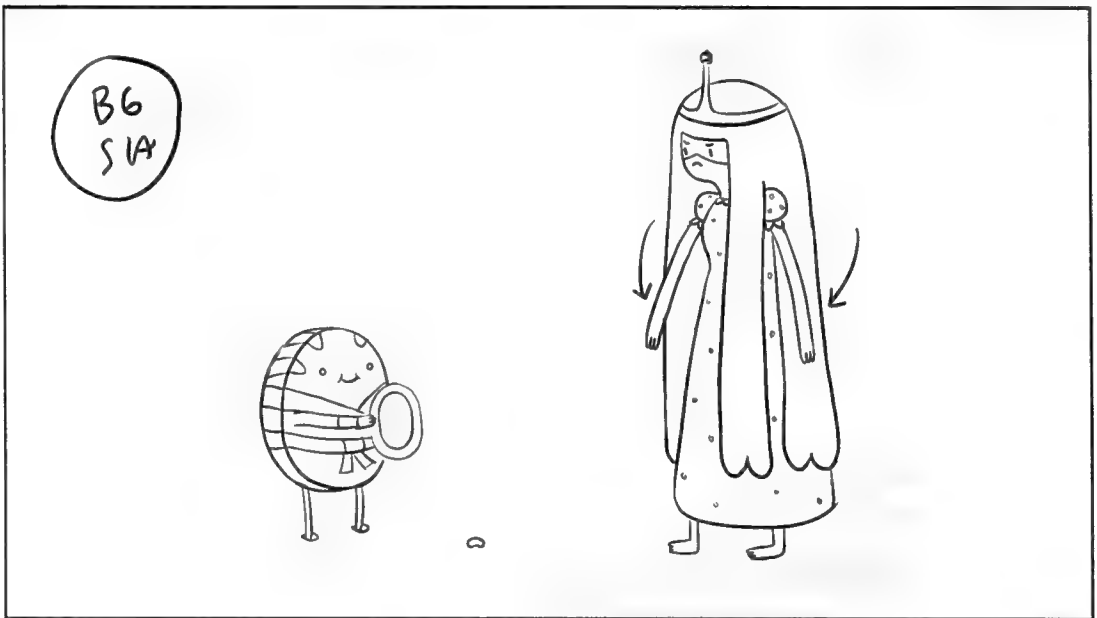


Sc. 23

Pnl. B

Bg.

day night



Dialog:

SFX: \* TK - TK \*

Action:

-JELLYBEAN FALLS TO THE GROUND.

Timing:

1042-251

EPISODE #

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

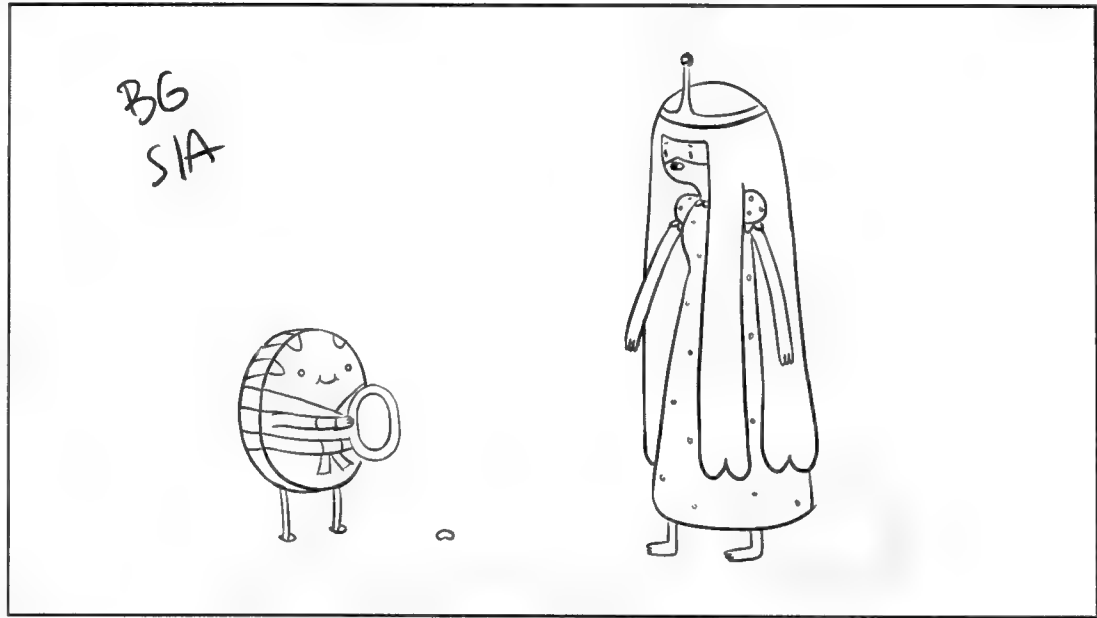


Sc. 23

Pnl. C

Bg.

day night

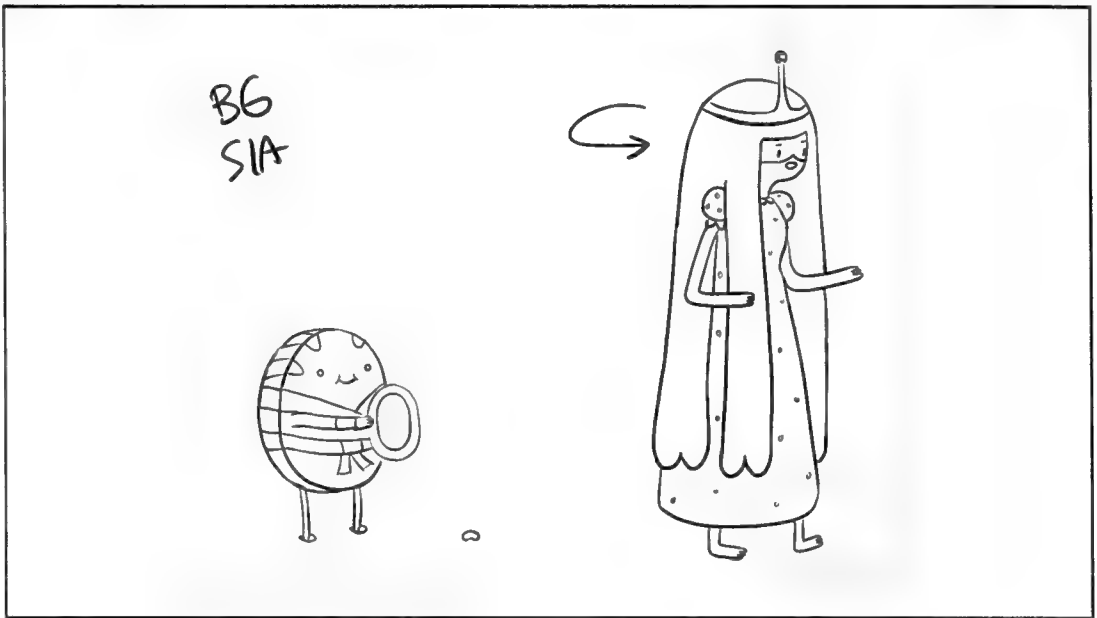


Sc. 23

Pnl. D

Bg.

day night



Dialog:	<p><u>PB</u>: Thanks for tryin', Peps...</p> <p><u>PB</u>: I'm gonna call it a night.</p>
Action:	<p>-PB TURNS.</p>
Timing:	

1042-251

EPISODE #

Production :



# ADVENTURE TIME



Page 52

Sc. 23

Pnl. E

Bg.

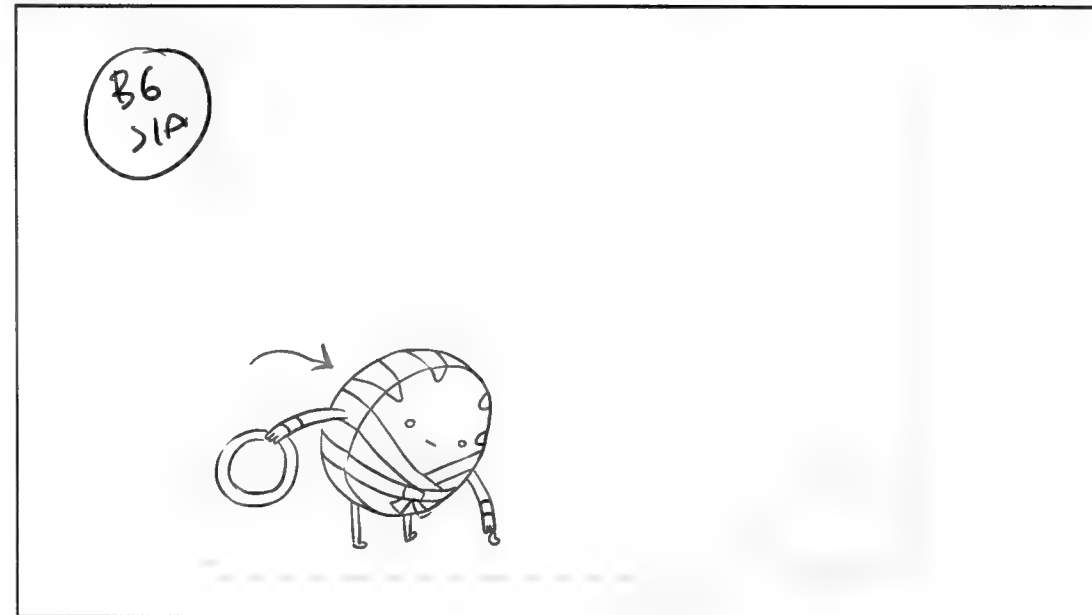
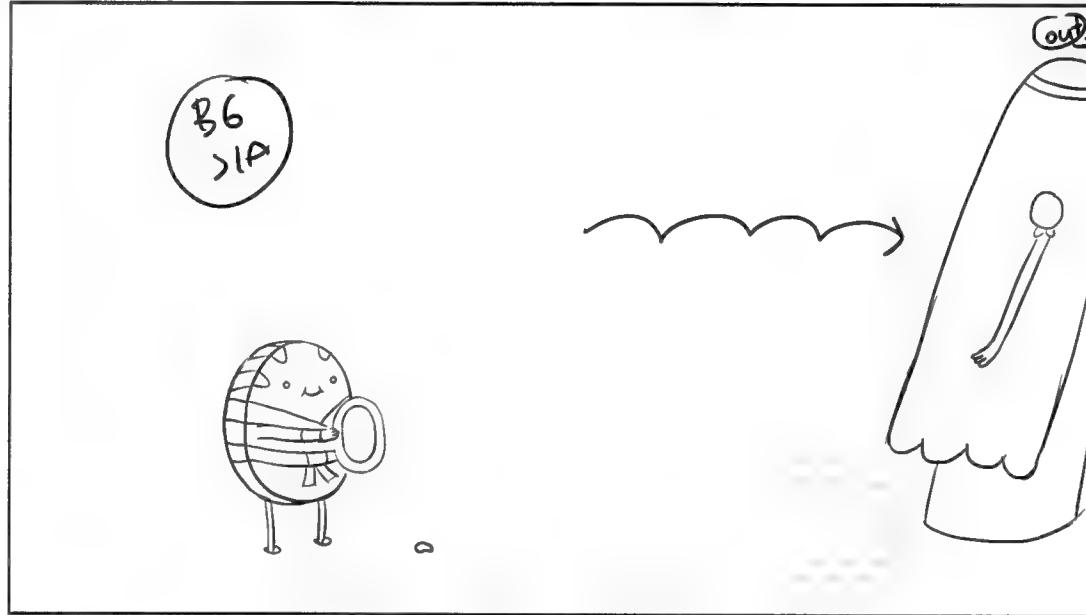
day night

Sc. 23

Pnl. F

Bg.

day night



Dialog:

Action:

- PB WALKS OFF/S,

- PepB picks up candy

Timing:

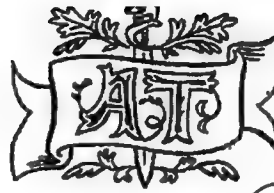
EPISODE #

Production :

1042-250



# ADVENTURE TIME



Page 53

Sc. 23

Pnl. 6

Bg.

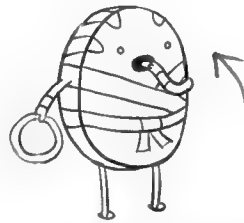
day night

Sc. 23

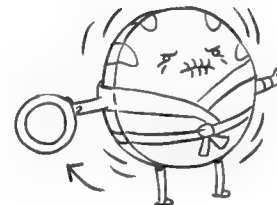
Pnl. 4

Bg.

day night



BG  
SIA



BG  
SIA

Dialog:

Action:

- PepB PUTS JELLY BEAN IN MOUTH.

PepB makes a 'sour face'

Timing:

042-250

EPISODE #

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

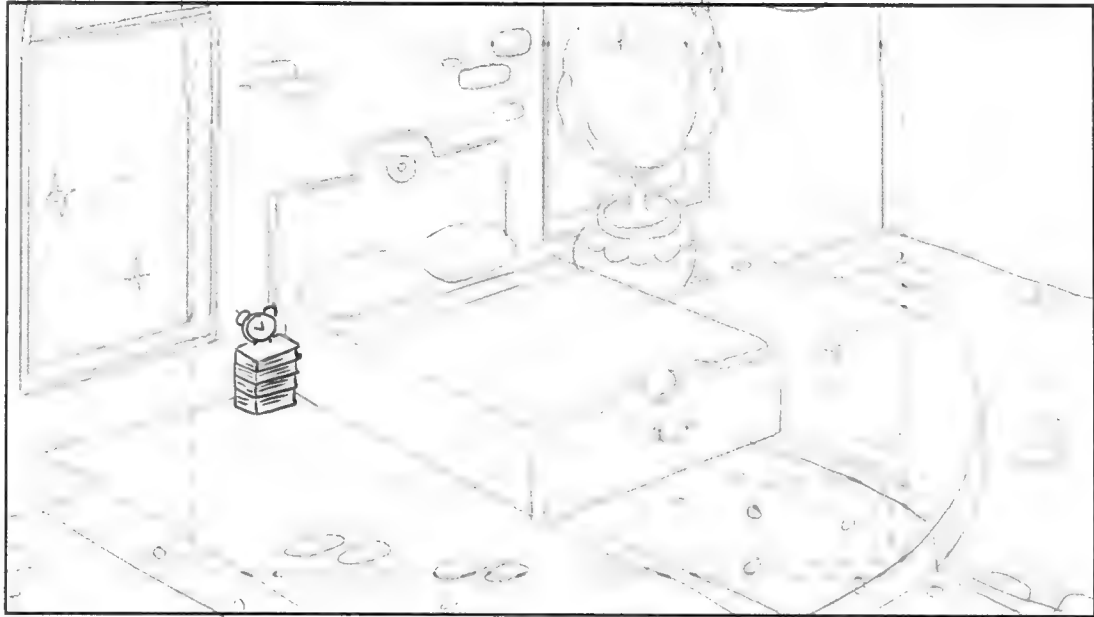


Sc. 24

Pnl. A

Bg.

day night



Sc. 24

Pnl. B

Bg.

day night



Dialog:

SFX: \* WIND \*

Action:

-PB'S BEDROOM.

-PB WALKS ON/S.

Timing:

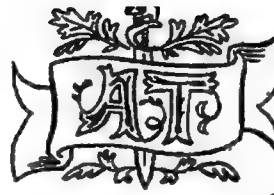
EPISODE #

Production :

1042-251



# ADVENTURE TIME



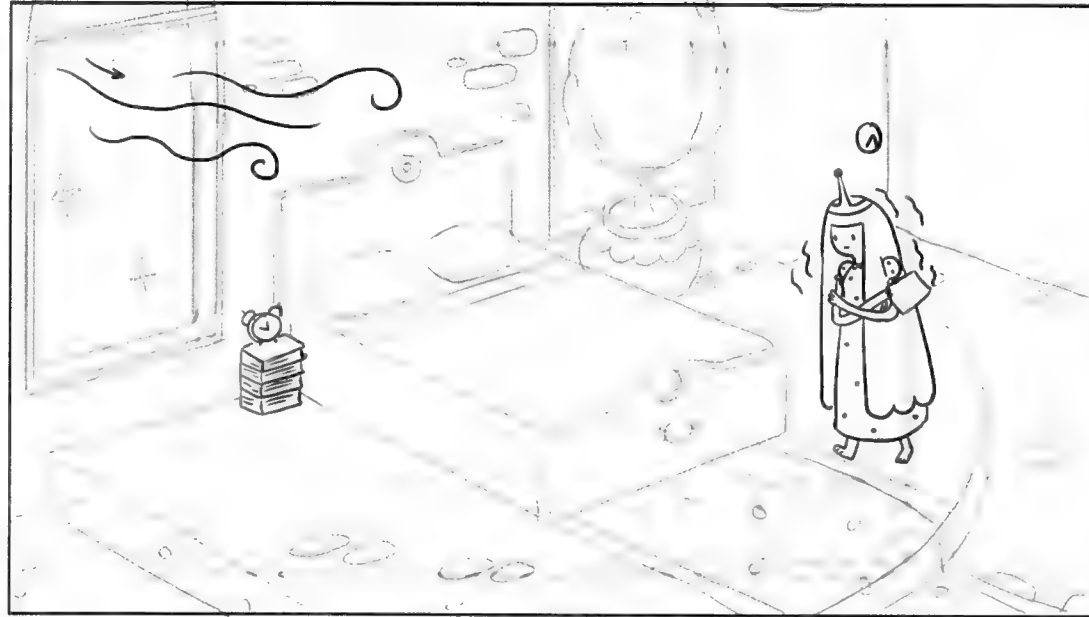
Page 55

Sc. 24

Pnl. C

Bg.

day night

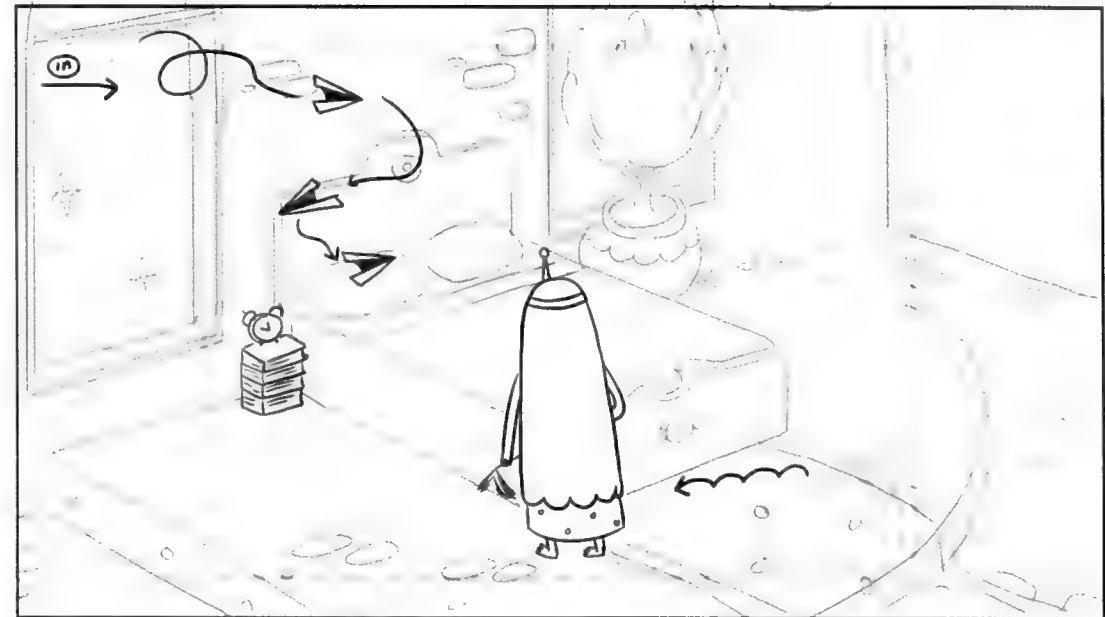


Sc. 24

Pnl. D

Bg.

day night



Dialog:

PB: Brrr

Action:

- Cold wind comes through the window.



- Paper plane comes through the window and lands on the pillow.

Timing:

042-251

EPISODE #

Production :



# ADVENTURE TIME



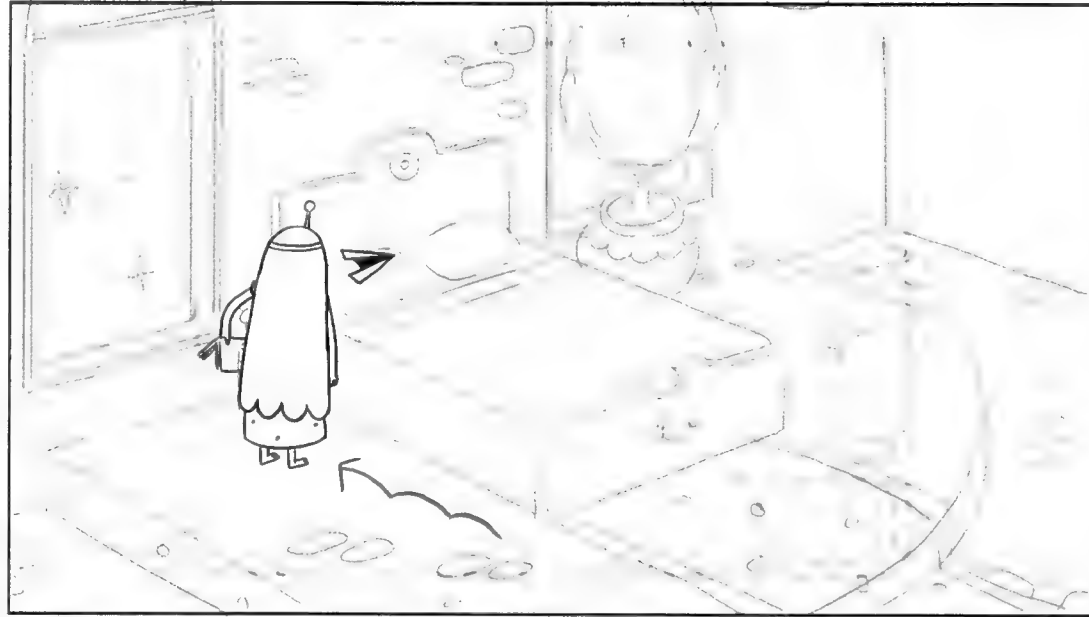
Page 56

Sc. 24

Pnl. E

Bg.

day night

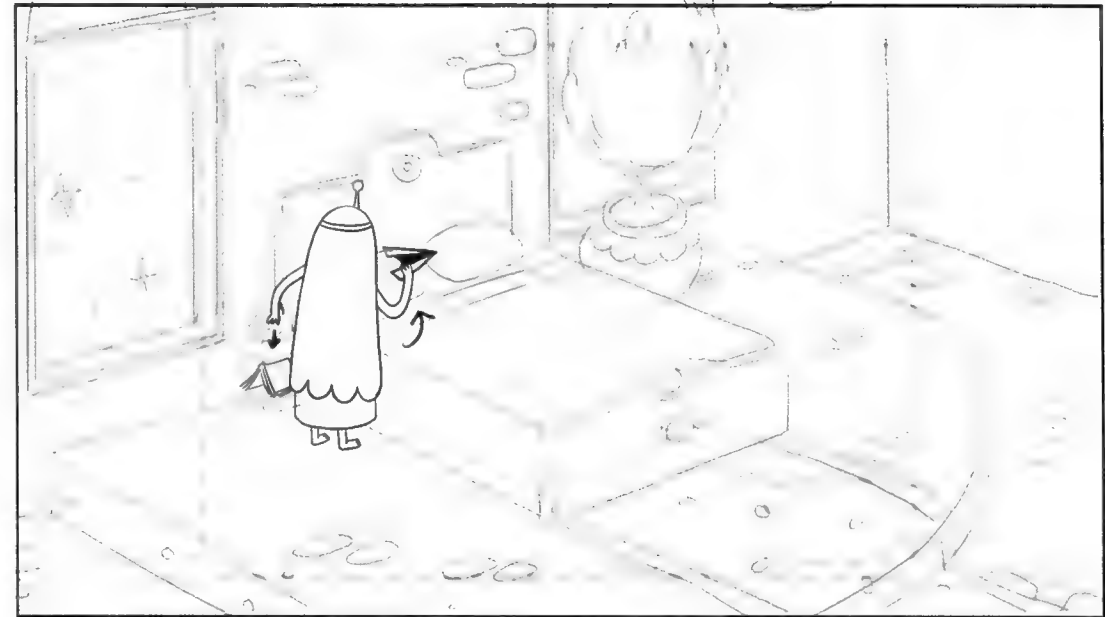


Sc. 24

Pnl. F

Bg.

day night



Dialog:

PB: Huh?

Action:

-PB PICKS UP AIRPLANE.

Timing:

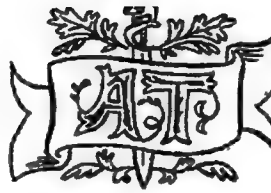
1042-250

EPISODE #

Production :



# ADVENTURE TIME



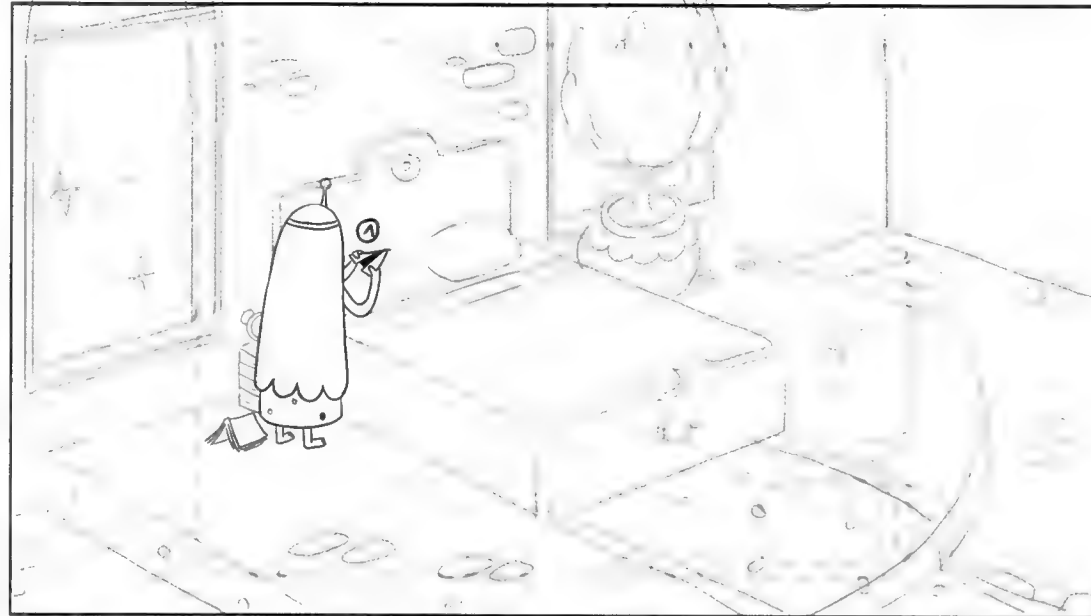
Page 57

Sc. 24

Pnl. G

Bg.

day night

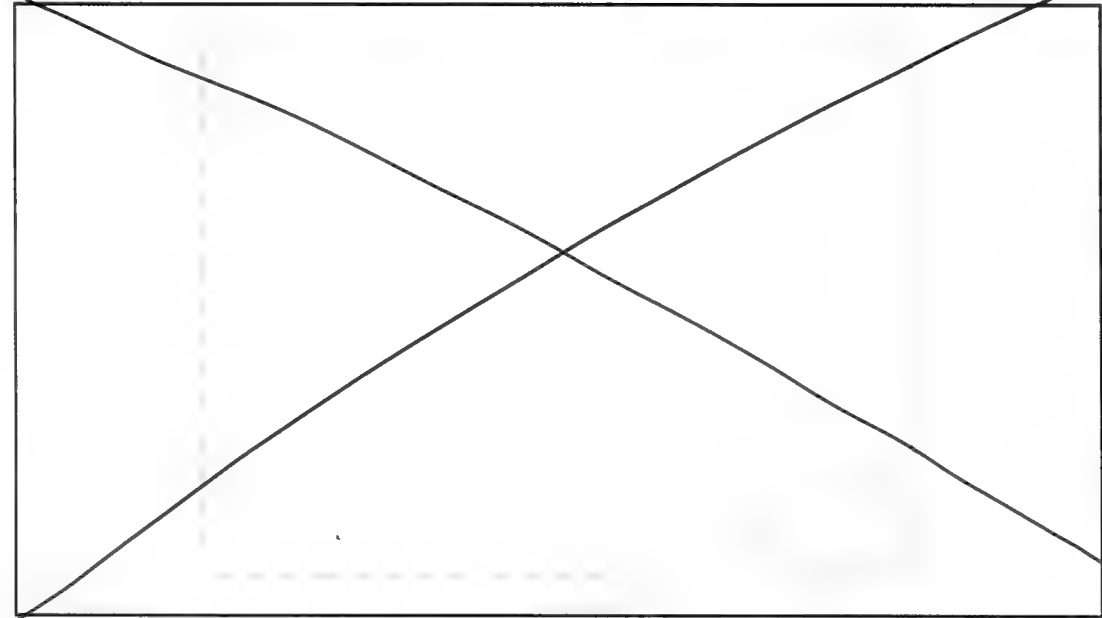


Sc.

Pnl.

Bg.

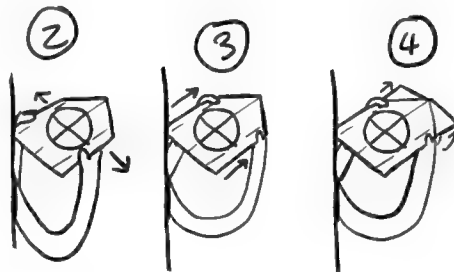
day night



Dialog:

Action:

Timing:



paper unfolding poses

EPISODE #

Production :

1042-251



© 2009 The material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

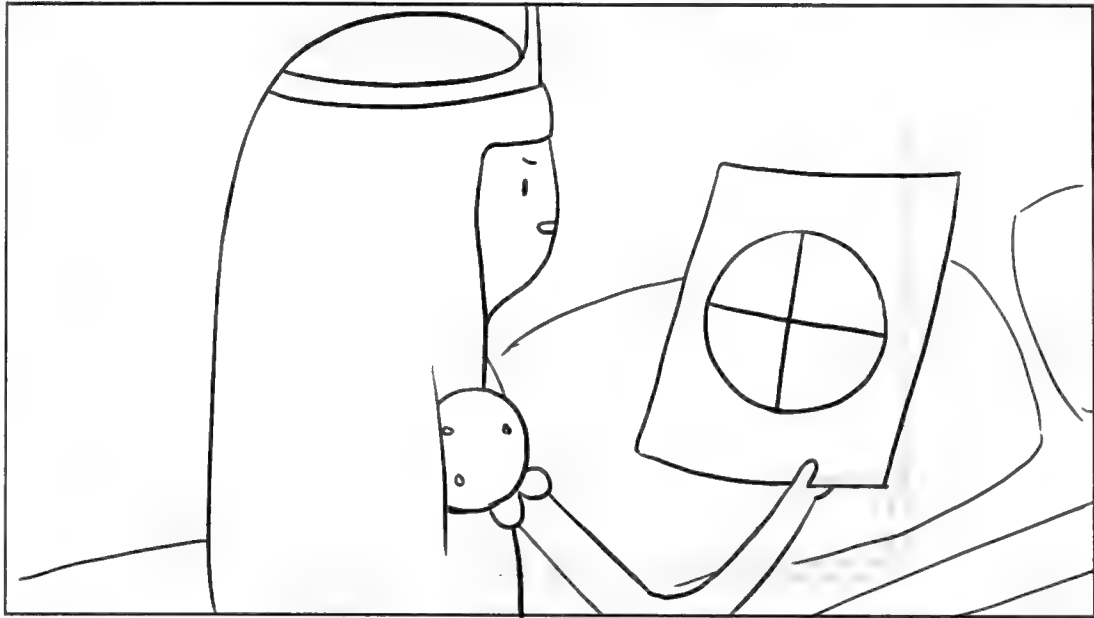


Sc. 25

Pnl. A

Bg.

day night

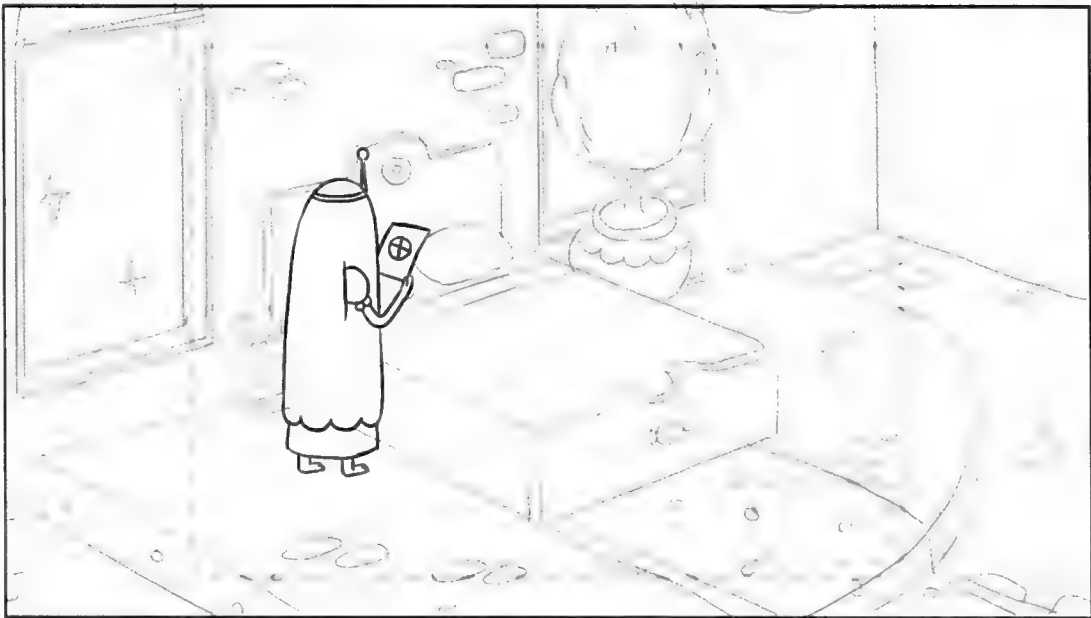


Sc. 26

Pnl. A

Bg.

day night



Dialog:

PB: What IS THIS?

Action:

-PB STARES AT SYMBOL ON PAPER.

Timing:

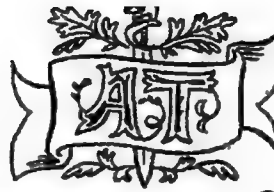
1042-251

EPISODE #

Production :



# ADVENTURE TIME



Page 89

Sc. 26

Pnl. B

Bg.

day night

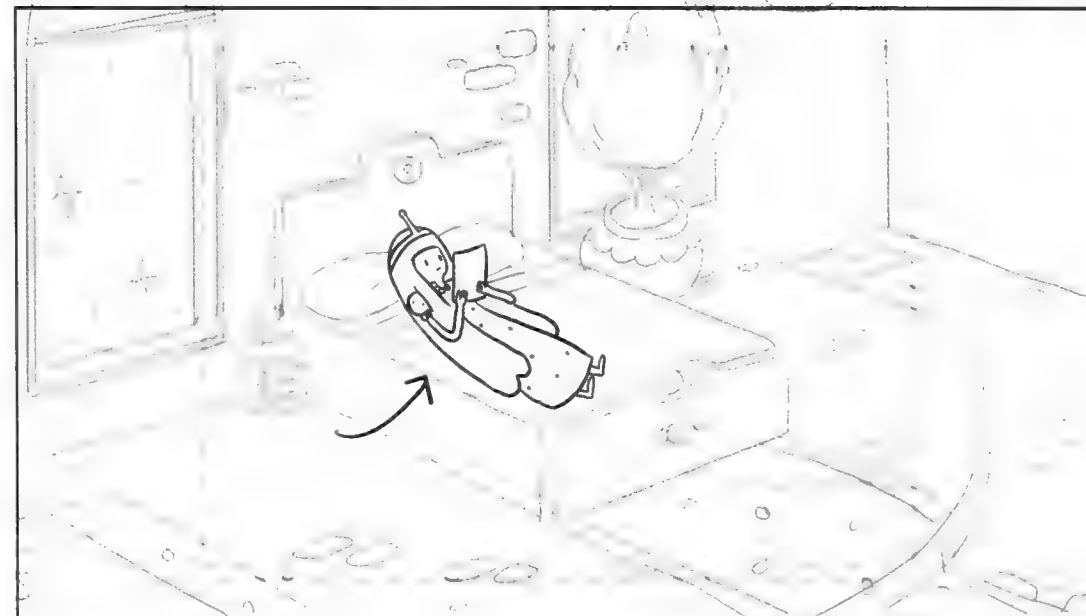


Sc. 26

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:



- PB LIES ON BED STARING AT PAPER.

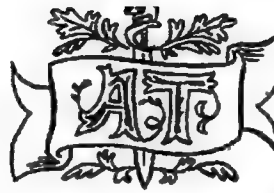
Production :

EPISODE #

1042-251



# ADVENTURE TIME



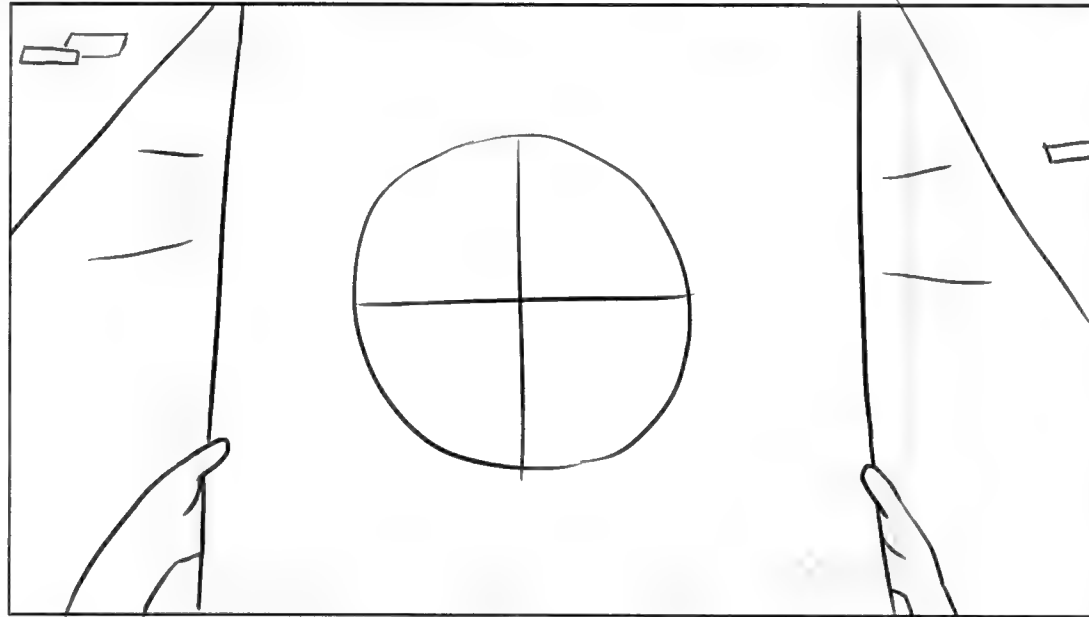
Page 60

Sc. 27

Pnl. A

Bg.

day night

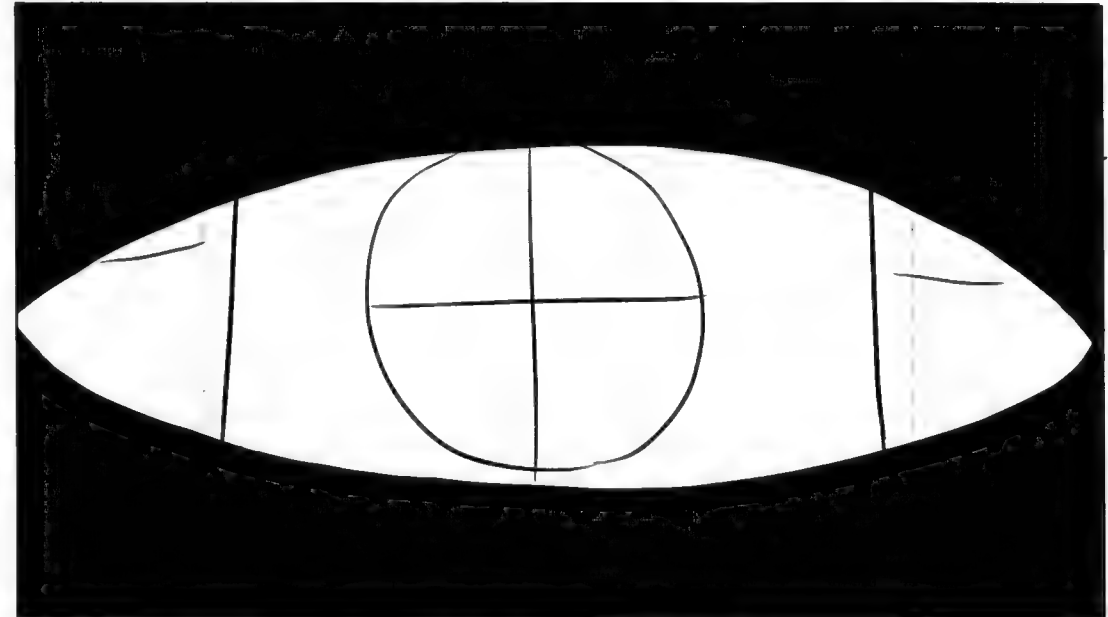


Sc. 27

Pnl. B

Bg.

day night



Dialog: PB: Eh, probably just an ad...  
(o/s)

Action:

- PB'S EYES SLOWLY CLOSE  
- POV BLURS AS SHE FALLS ASLEEP.

Timing:

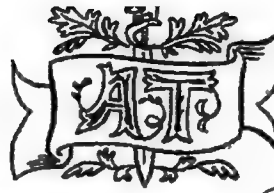
EPISODE #

Production :

1042-251



# ADVENTURE TIME



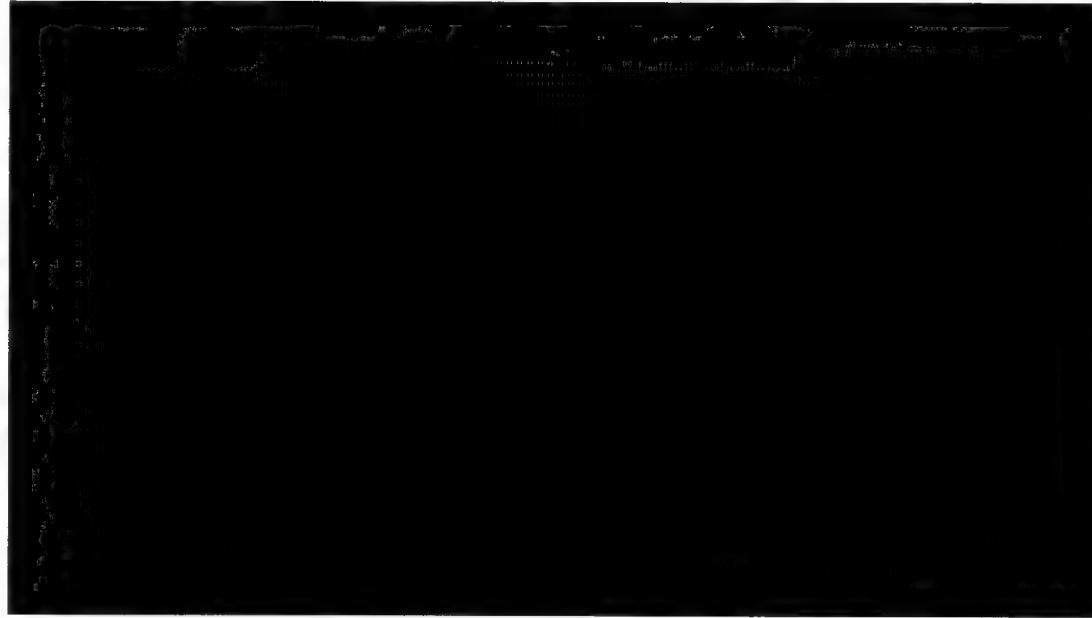
Page 61

Sc. 27

Pnl. C

Bg.

day night

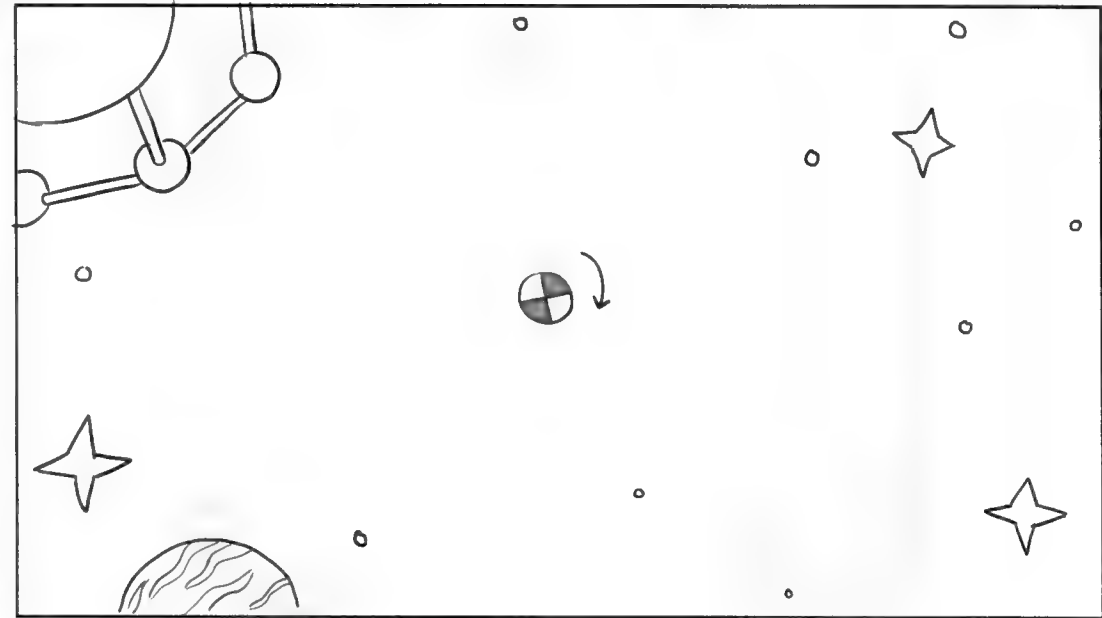


Sc. 28

Pnl. A

Bg.

day night



Dialog:

PB: Z Z Z

Action:

-FADE IN TO PB's dream

Timing:

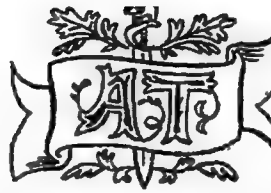
EPISODE #

1042-251

Production :



# ADVENTURE TIME



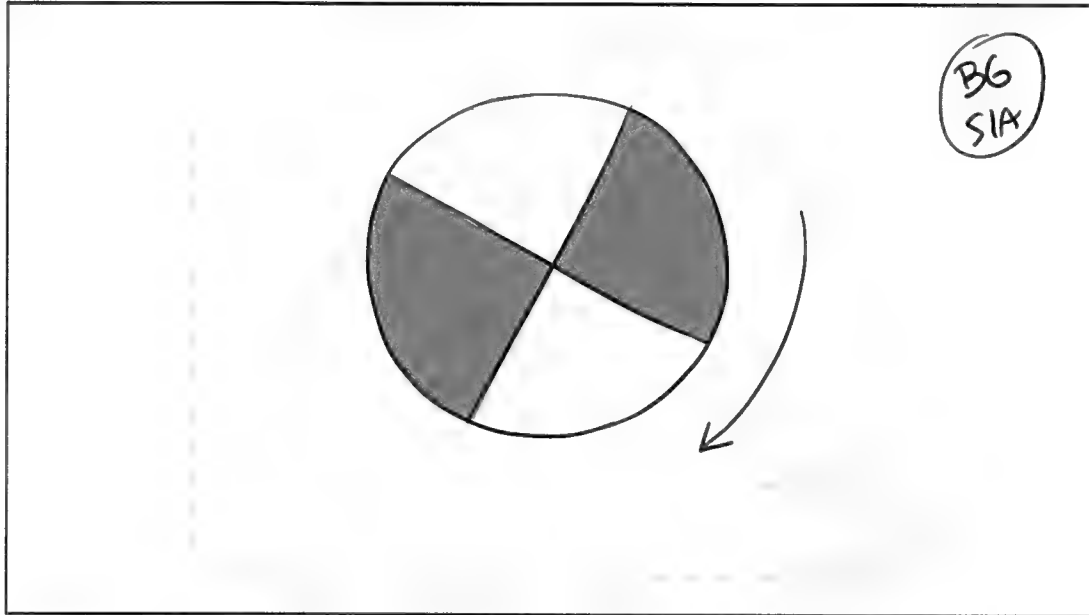
Page 62

Sc. 28

Pnl. B

Bg.

day night

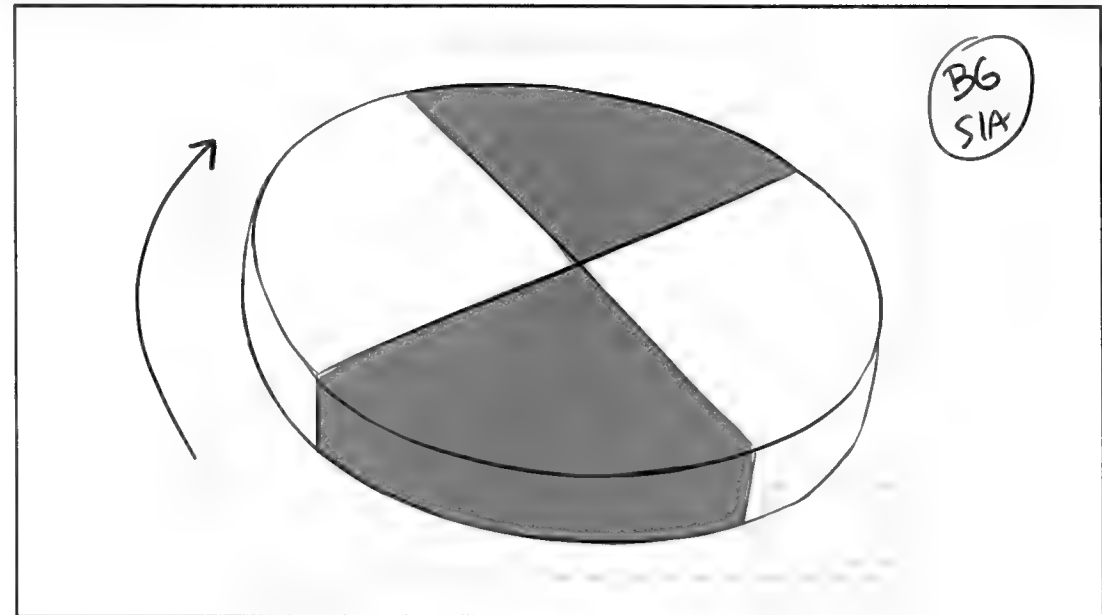


Sc. 28

Pnl. C

Bg.

day night



Dialog:

Action: - The elemental symbol's turned into a peppermint candy.  
It's spinning towards the camera.

Timing:

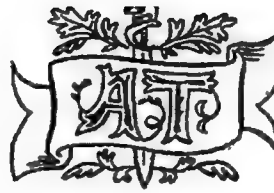
EPISODE #

1042-250

Production :



# ADVENTURE TIME

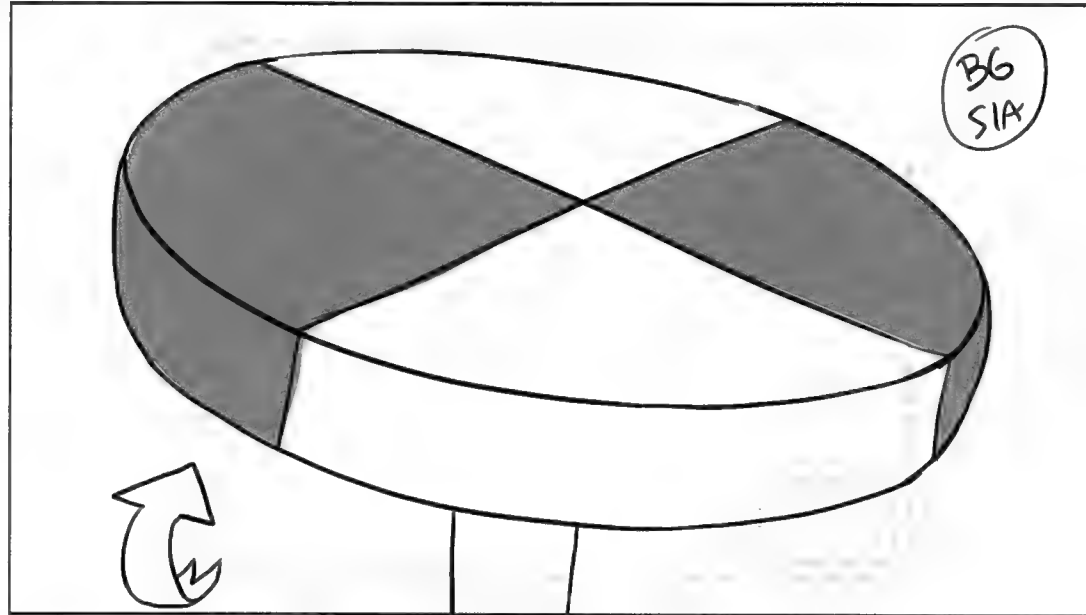


Sc. 28

Pnl. D

Bg.

day night



Sc. 28

Pnl. E

Bg.

day night



Dialog:

Action:

- The candy flips over, revealing PB.

Timing:

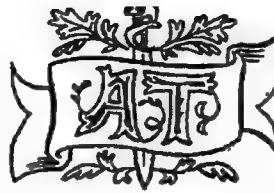
EPISODE #

Production :

042-250



# ADVENTURE TIME



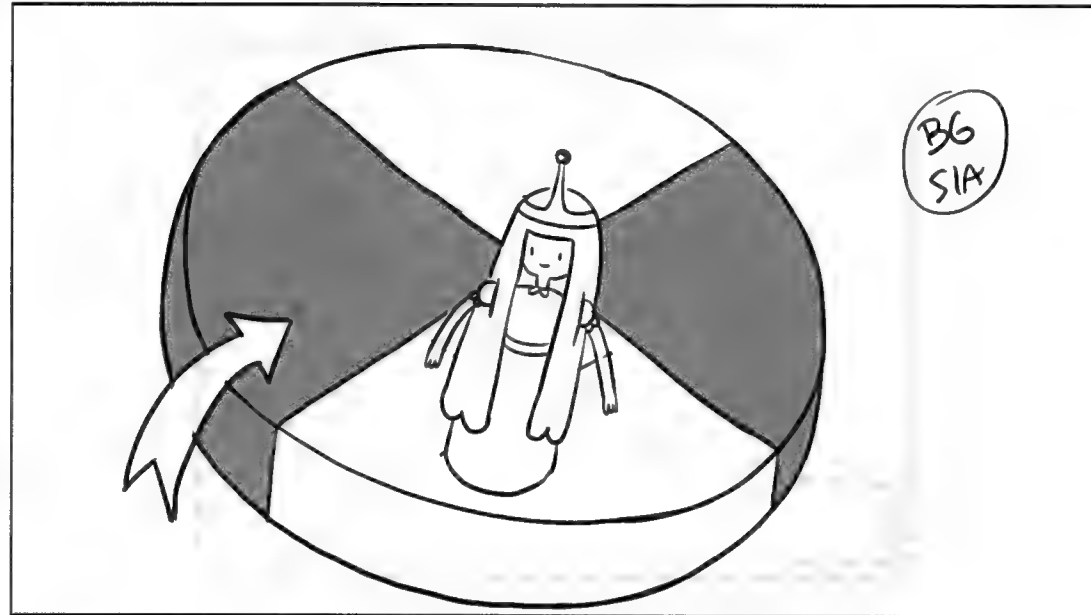
Page 64

Sc. 28

Pnl. F

Bg.

day night

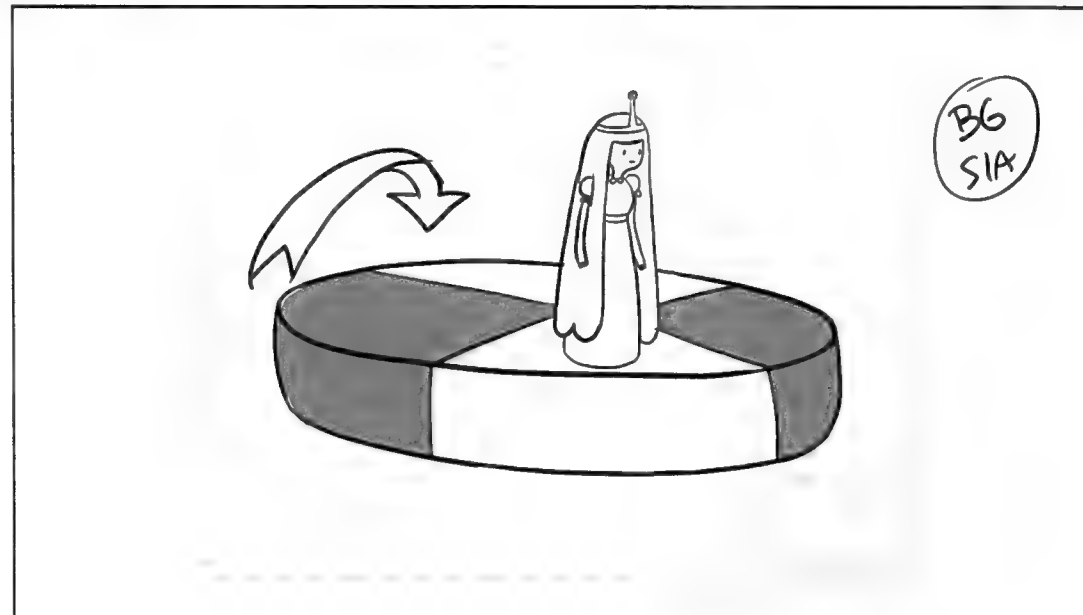


Sc. 28

Pnl. G

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1042-251

Production :



© 2009 The material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

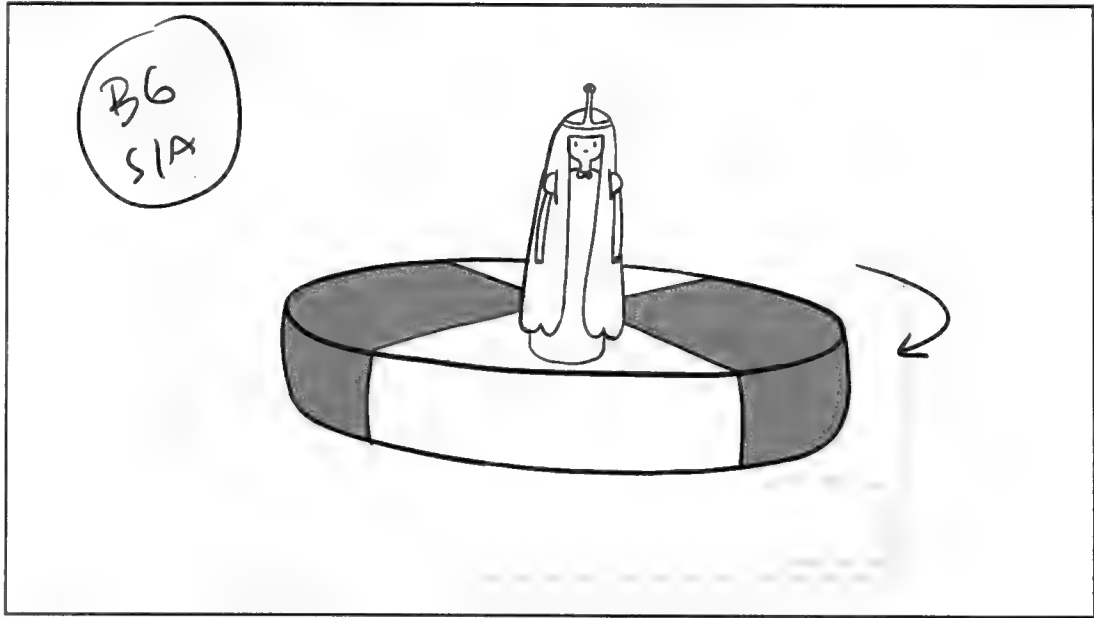


Sc. 28

Pnl. H

Bg.

day night

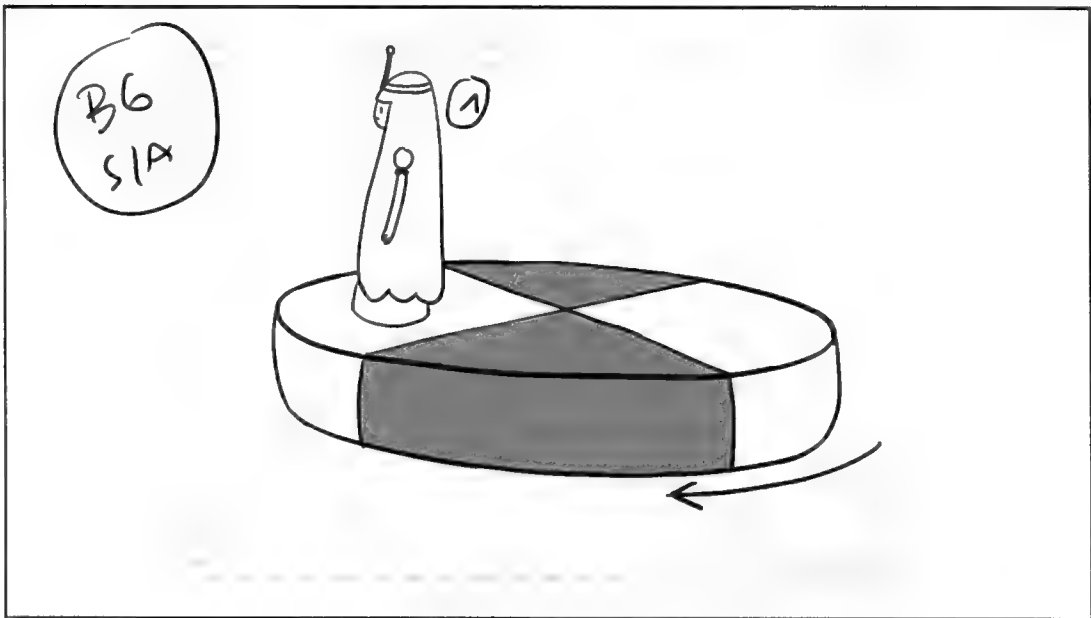


Sc. 28

Pnl. I

Bg.

day night



Dialog:

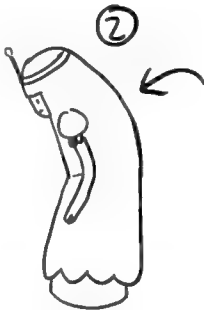
SLIME  
PRINCESS:

(OIS) WA WA WA...

Action:

Candy spins slowly

Timing:



- PB looks over edge  
to find source of noise.

EPISODE # 042-251

Production :





# ADVENTURE TIME

Sc. 29

Pnl. A

Bg.

day night

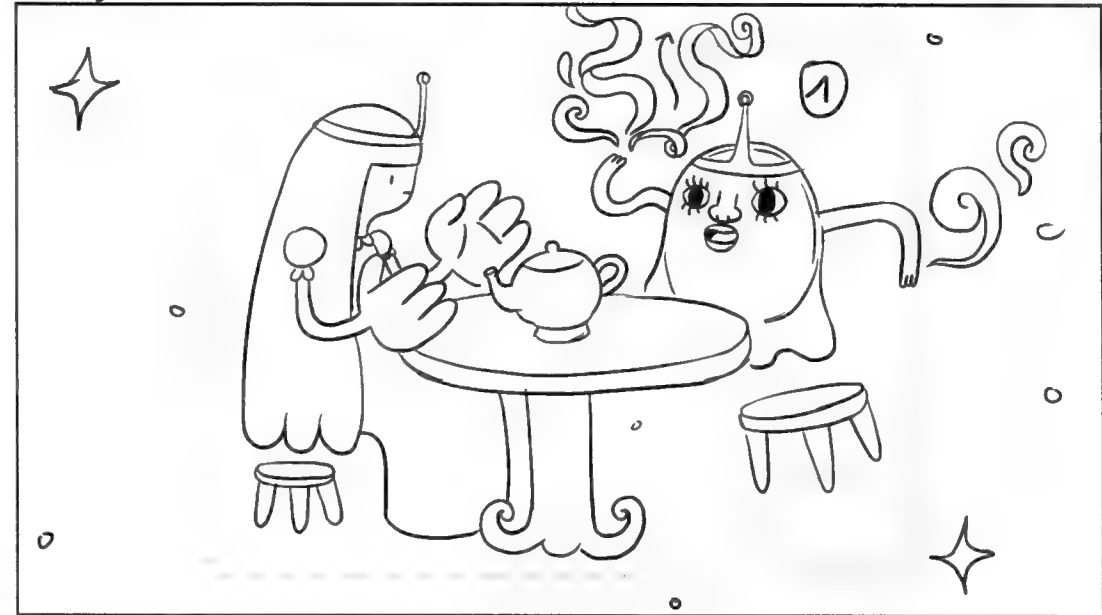


Sc. 30

Pnl. A

Bg.

day night



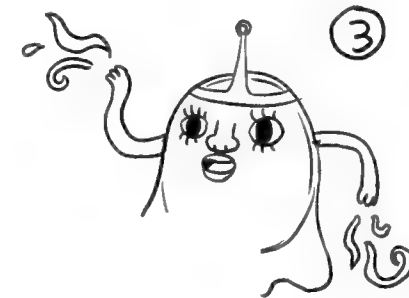
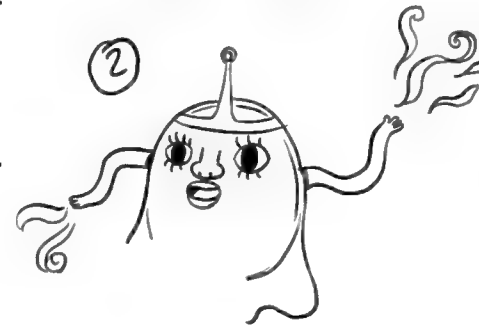
Dialog: SP: WAWAWAWA

Action: — Dream PB + Dream SP  
having tea

Timing:

SP: WAWAWA

[My Power's very cool. I've got my whole  
life figured out]



042-250

EPISODE #

Production :





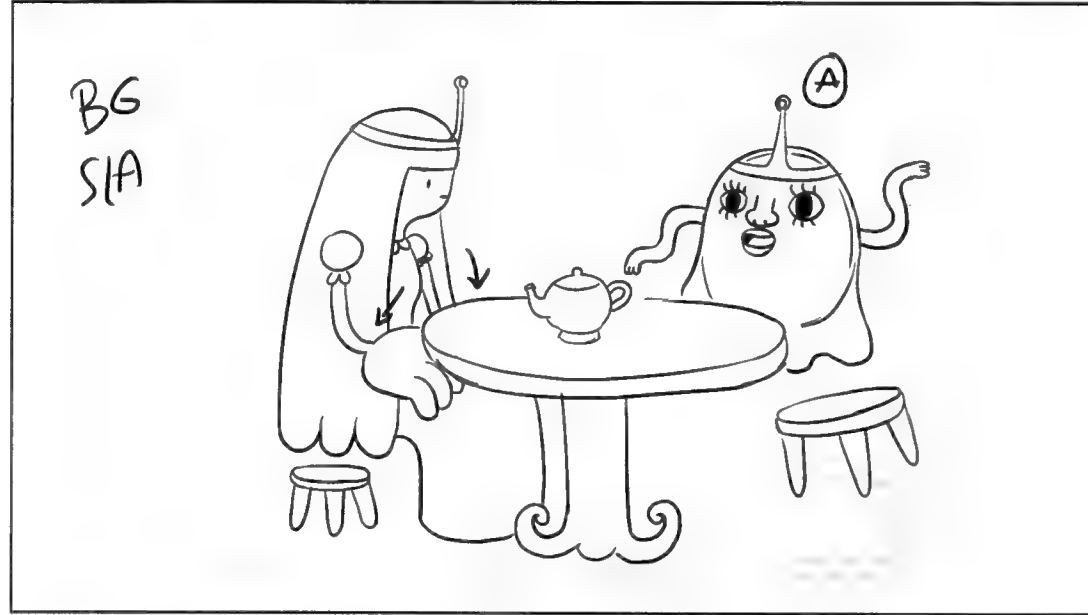
# ADVENTURE TIME

Sc. 30

Pnl. B

Bg.

day night

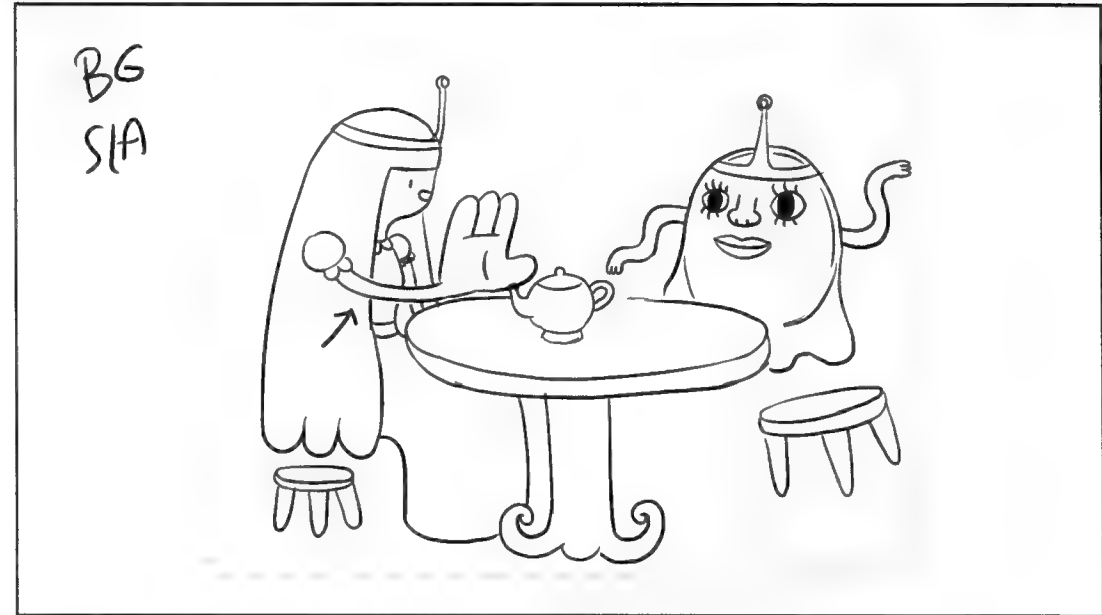


Sc. 30

Pnl. C

Bg.

day night



Dialog: SP: WAWAWA  
[How are you doing?]

PB: WAWA  
[Oh great! Check this out]

Action:



Timing:

cycle (A), (B), (A)

- PB HOLDS UP BIG HAND.

EPISODE #

Production :

042-251



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

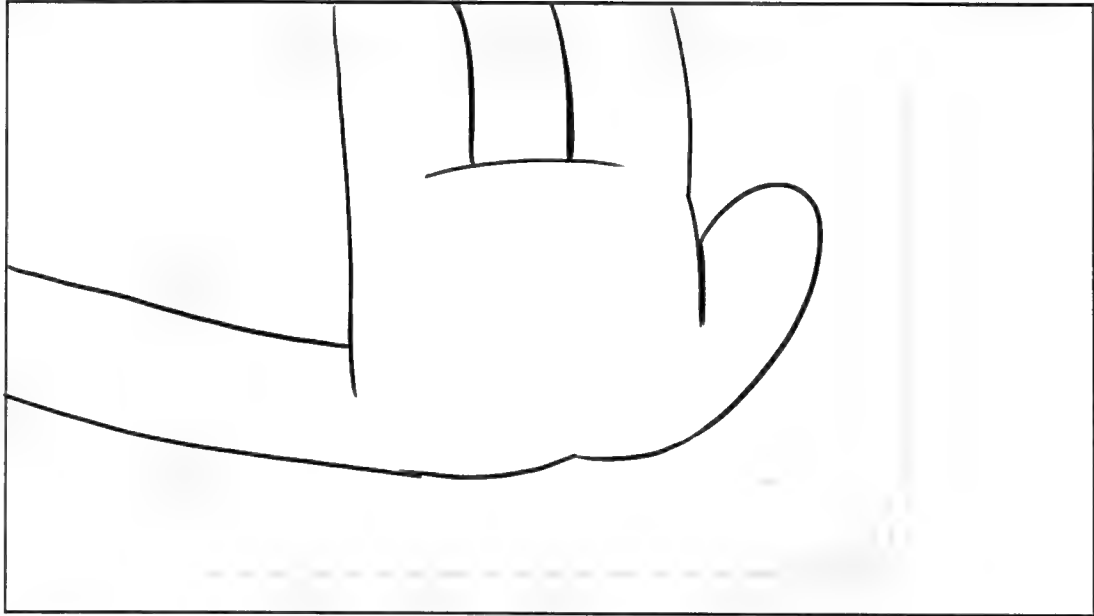


Sc. 31

Pnl. A

Bg.

day night



Sc. 31

Pnl. B

Bg.

day night



SA

Dialog:

Action:

-JELLY BEAN SLOWLY PHASES  
OUT OF PB'S PALM.

Timing:

EPISODE #

Production :

042-251



© 2009 The material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 31

Pnl. C

Bg.

day night


Sc. 31

Pnl. D

Bg.

day night

Dialog:



Baby jelly bean: WAAAH!!!

Action:

- Face forms on jelly bean.  
-JELLY BEAN PROTUDING HALWAY, IT'S STUCK.

Timing:

EPISODE # 0042-251  
Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

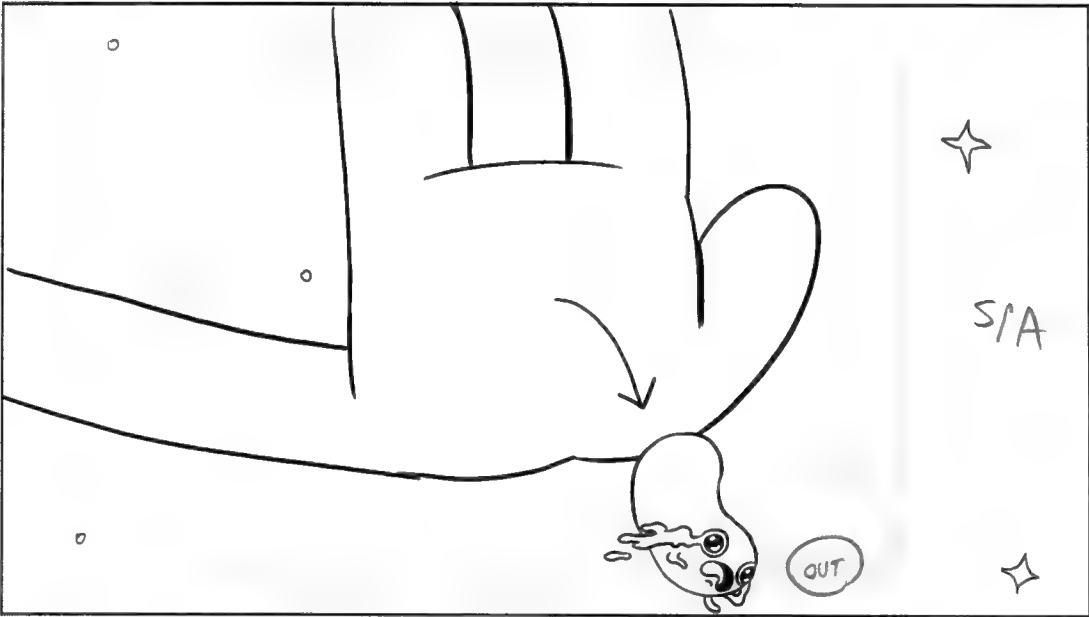


Sc. 31

Pnl. E

Bg.

day night

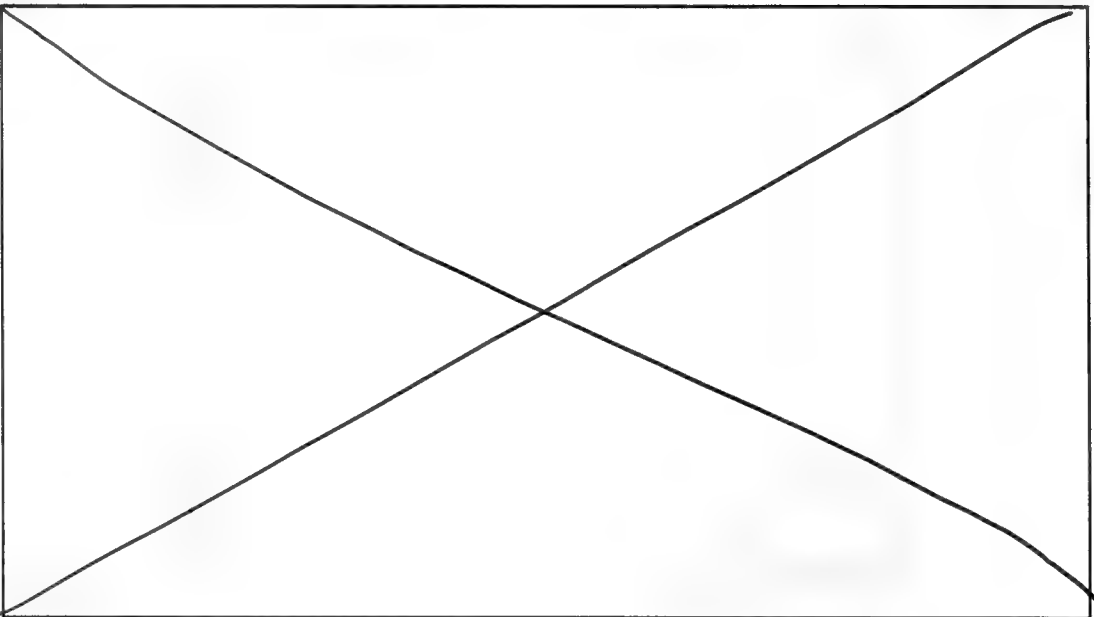


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- JELLY BEAN POPS LOOSE AND FALLS OFF/S.

Timing:

EPISODE #

Production :

1042-251



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

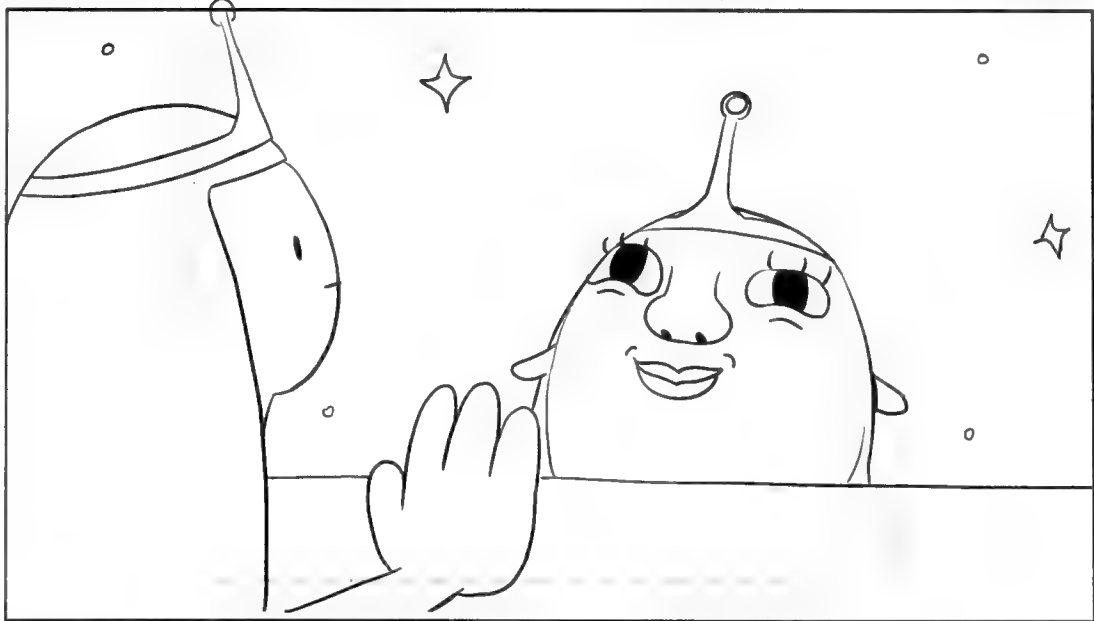


Sc. 32

Pnl. A

Bg.

day night

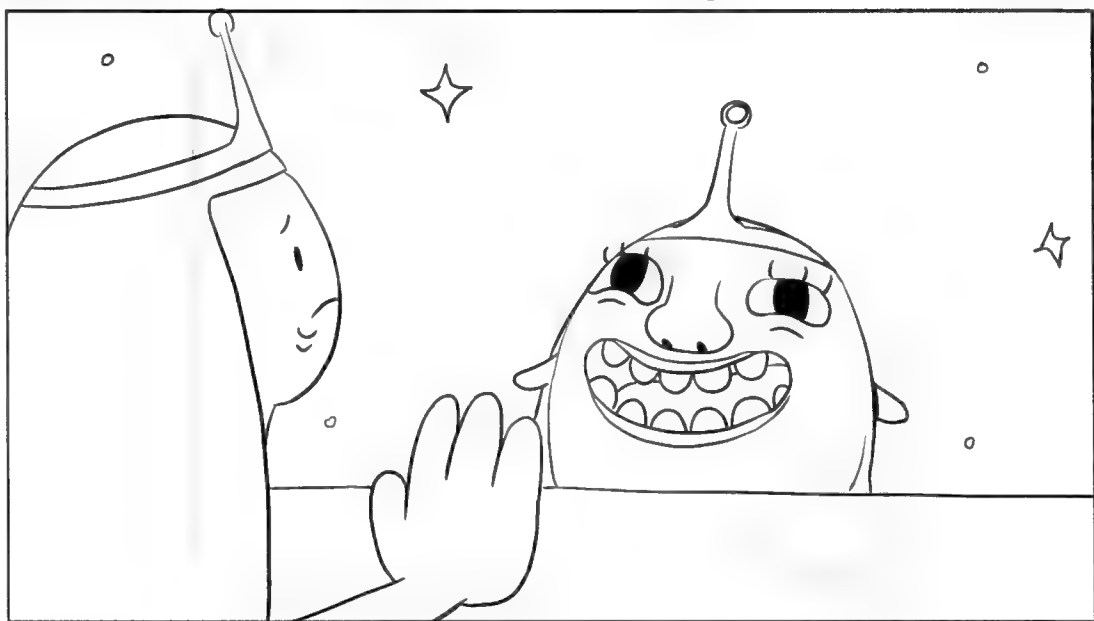


Sc. 32

Pnl. B

Bg.

day night



Dialog:

SP: Hee Hee HEE

Action:

Timing:

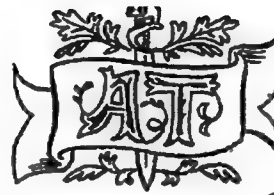
EPISODE #

Production :

1042-251



# ADVENTURE TIME



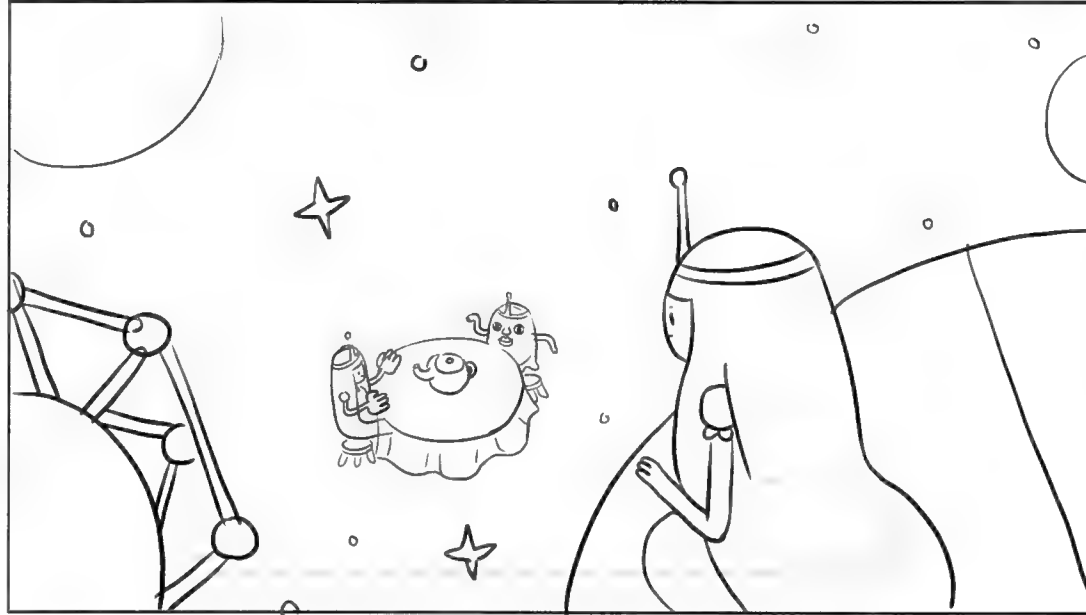
Page 72

Sc. 33

Pnl. A

Bg.

day night



Sc. 33

Pnl. B

Bg.

day night



Dialog:

SP: [LAUGHING]

PB: Disappointing, dream-me. Really not cool.

Action:

Timing:

EPISODE #

Production :

1042-2b1



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

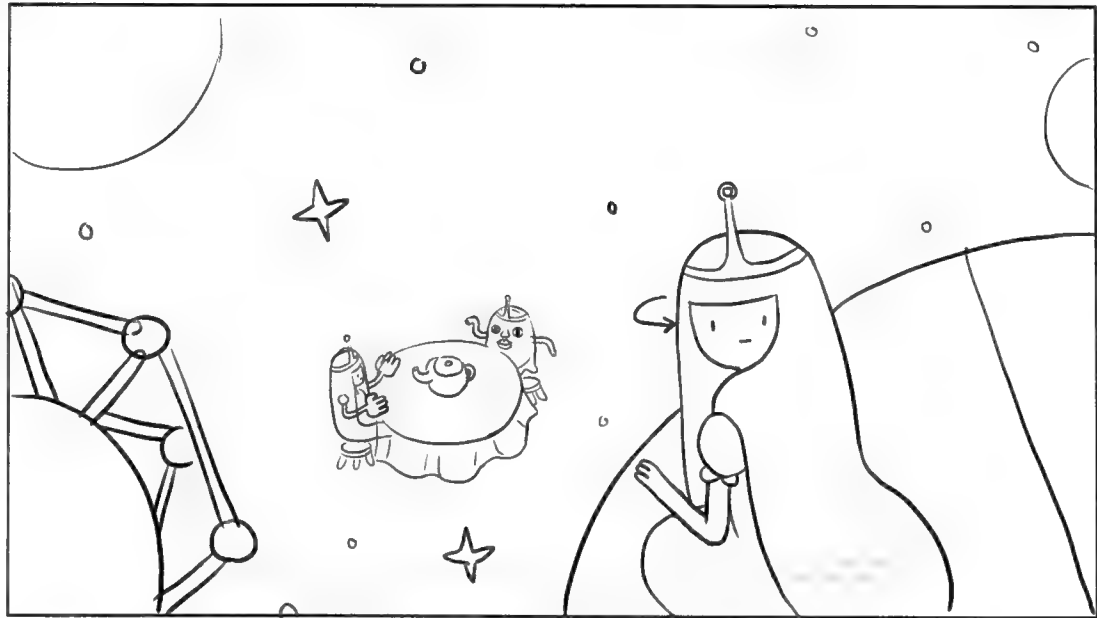


Sc. 33

Pnl. C

Bg.

day night

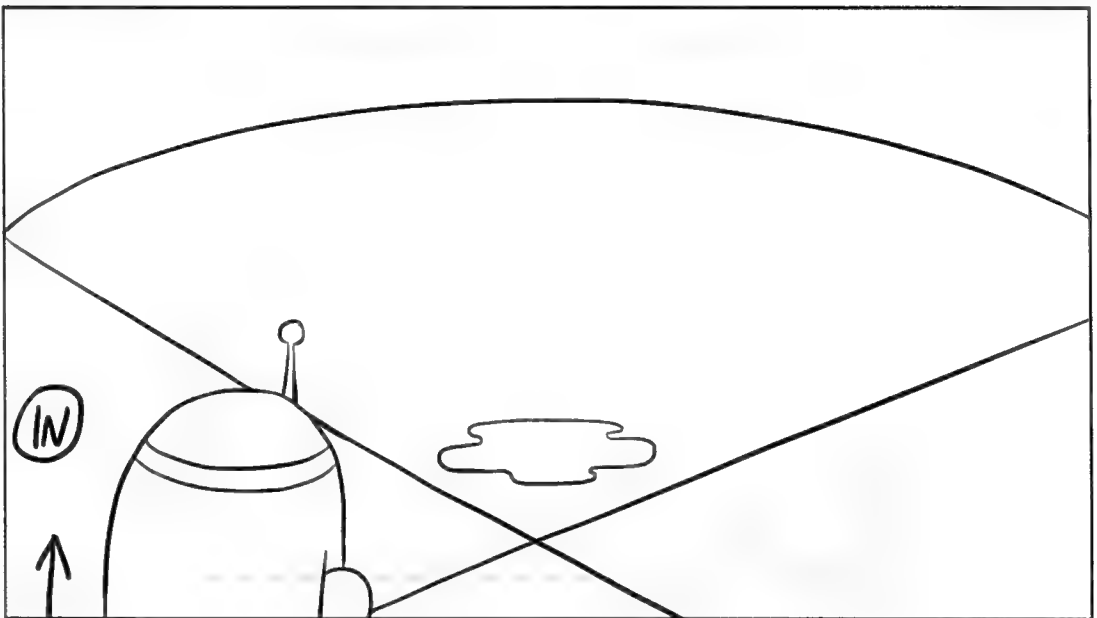


Sc. 24

Pnl. A

Bg.

day night



Dialog: SFX: \*DISTANT FARTING NOISES \*

Action: -PB TURNS.

-PB RISES ON/S.

Timing:

EPISODE # 1042-250

Production :



# ADVENTURE TIME



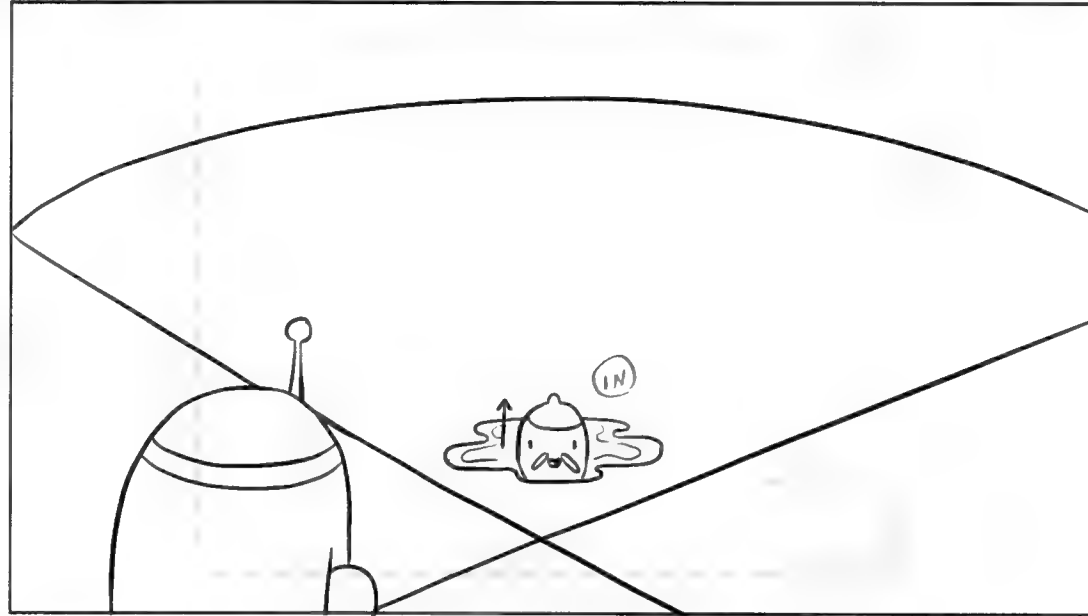
Page 74

Sc. 34

Pnl. B

Bg.

day night

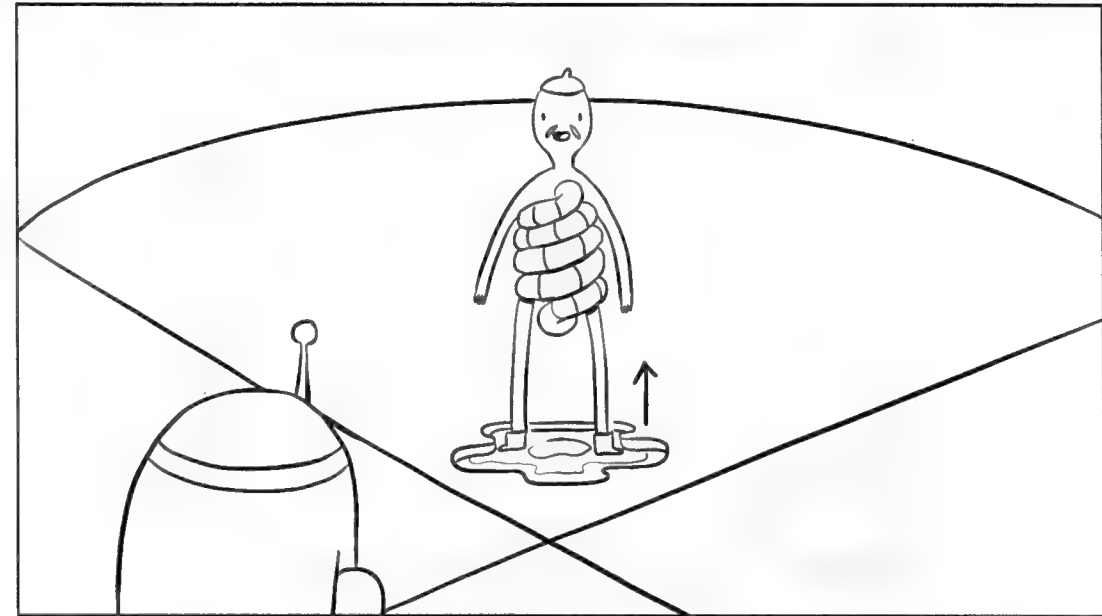


Sc. 34

Pnl. C

Bg.

day night



Dialog:

CHATS-  
BERRY:

Coolness is subjective.

C: There's no instrument with which to measure it.

Action:

-CHATSBERY RISES OUT OF CANDY.

Timing:

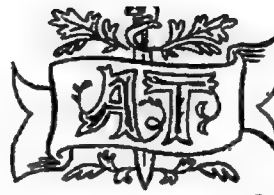
1042-250

EPISODE #

Production :



# ADVENTURE TIME



Page 75

Sc. 35

Pnl. A

Bg.

day night

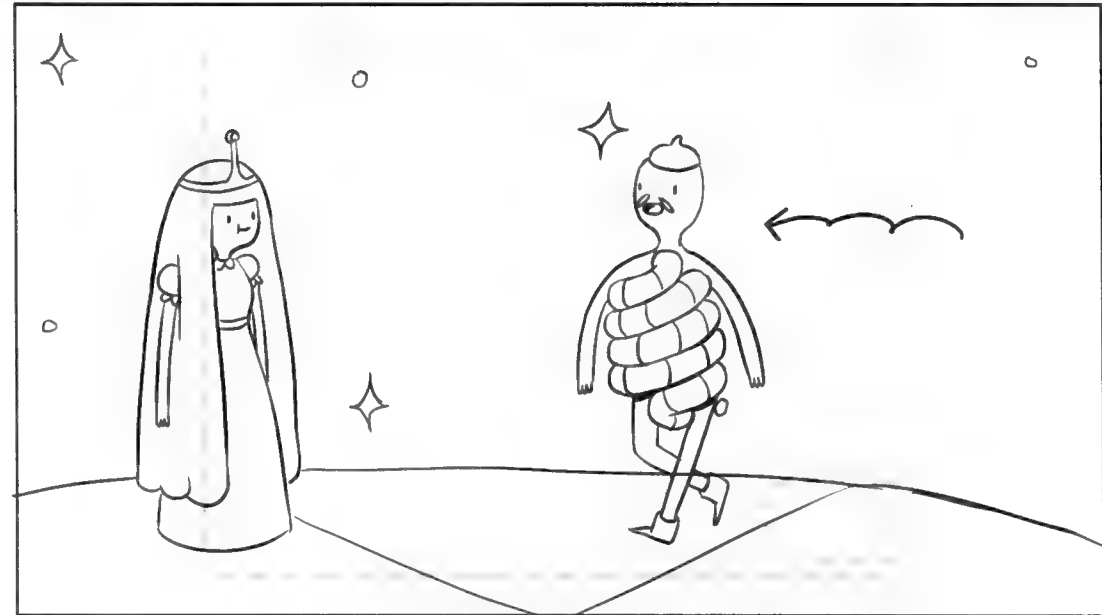


Sc. 35

Pnl. B

Bg.

day night



Dialog:

C : Except --

SFX: \* SQUIDGE \*

SFX: \* SQUIDGE - SQUIDGE \*

Action:

- CB WALKS ON/S.

Timing:

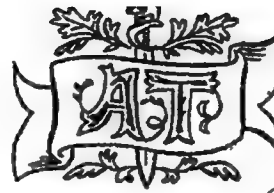
1042-250

EPISODE #

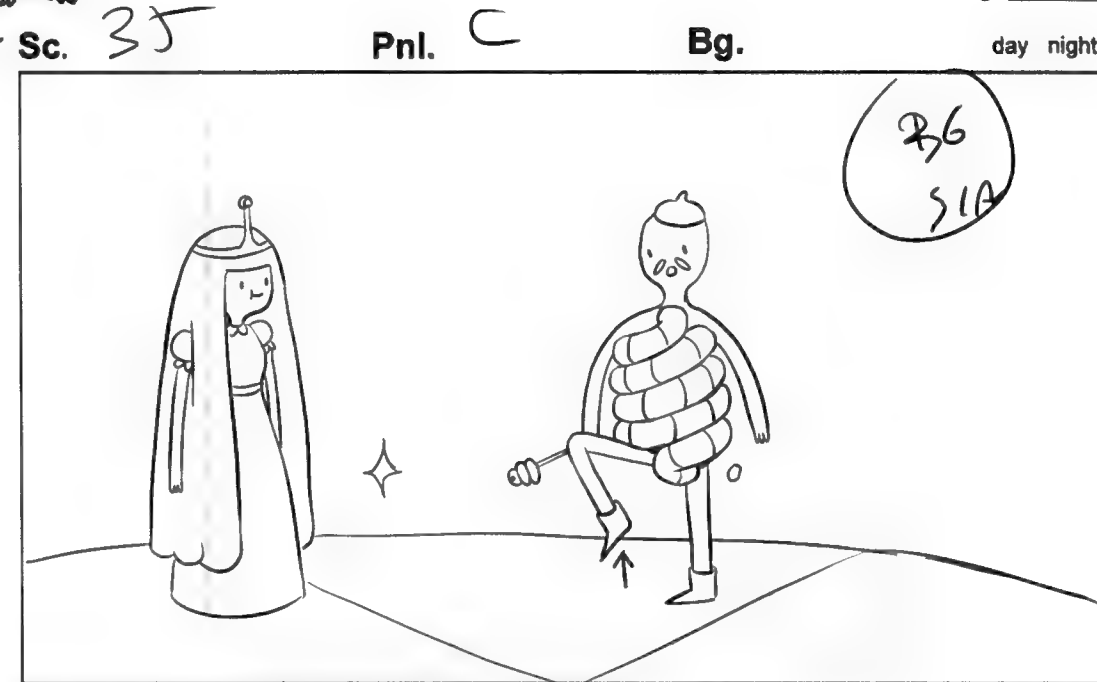
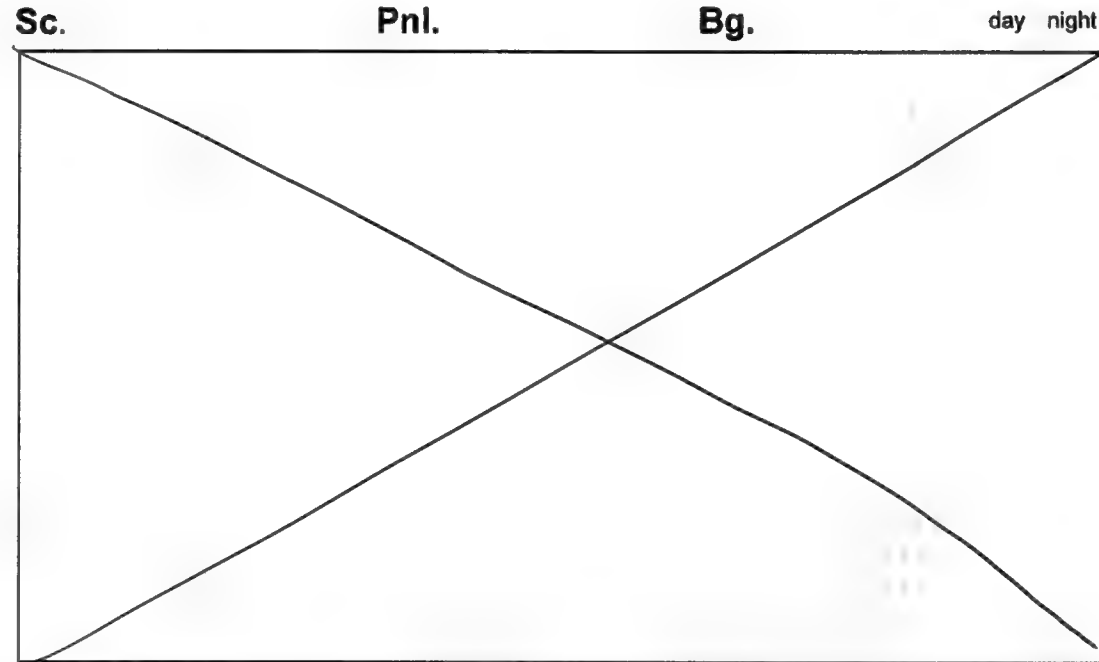
Production :



# ADVENTURE TIME



Page 76

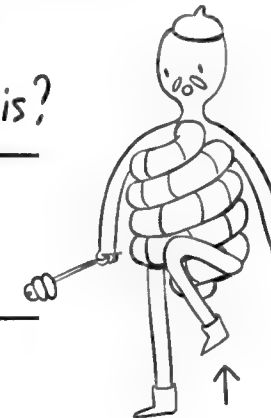


Dialog:

C: Oh this floor's stickier  
than it looks.  
Did someone lick this?

Action:

Timing:



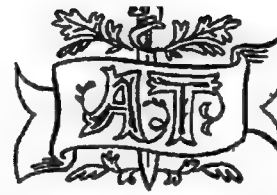
SFX:  
\* SQUIDGE -  
SQUIDGE \*

EPISODE # 042-250

Production :



# ADVENTURE TIME



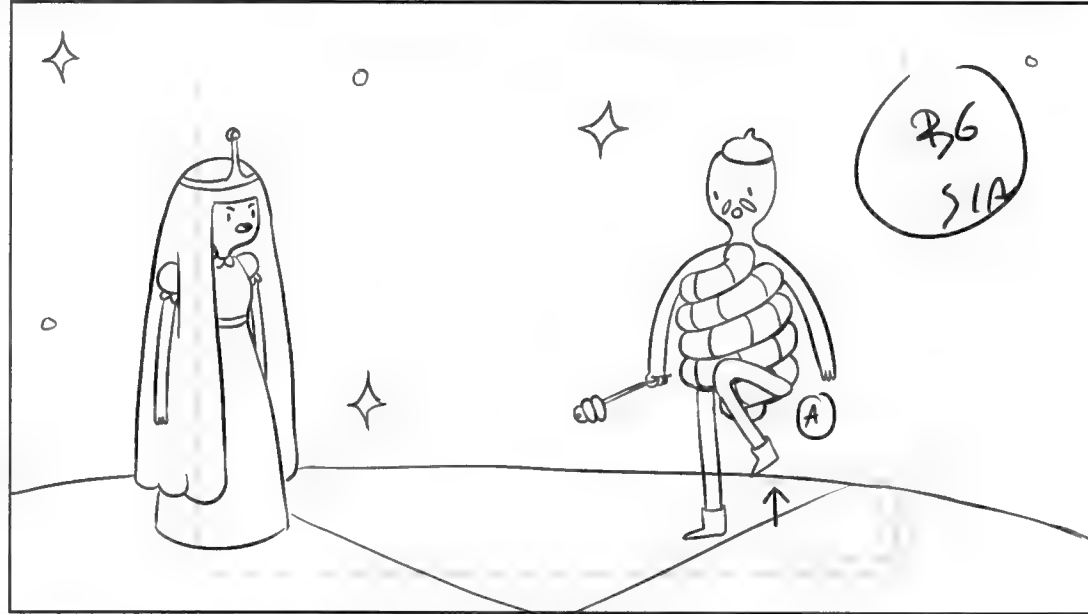
Page 77

Sc. 35

Pnl. D

Bg.

day night

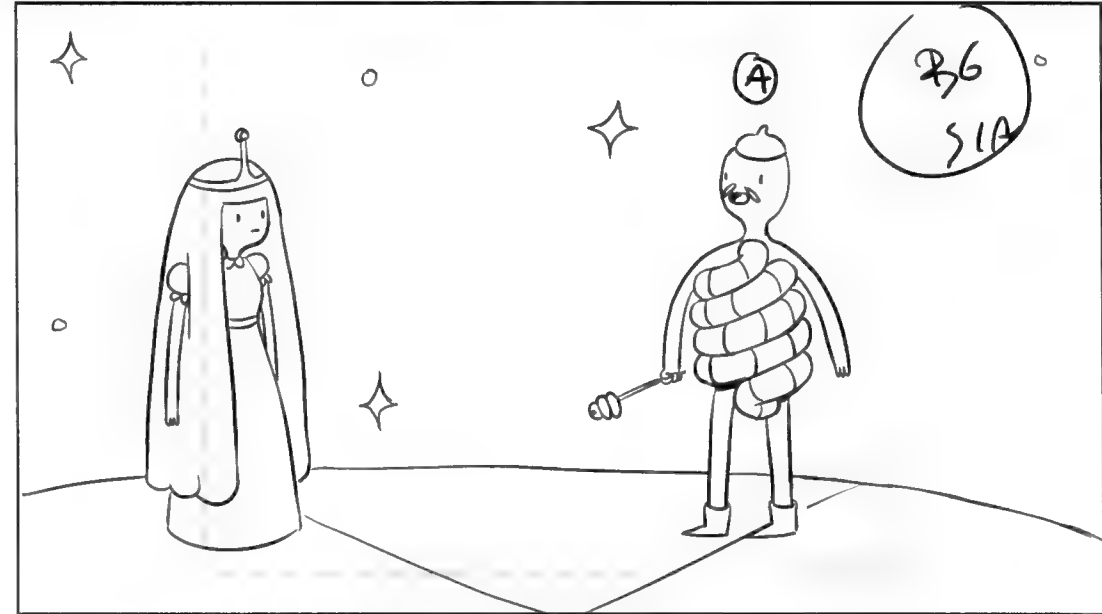


Sc. 35

Pnl. E

Bg.

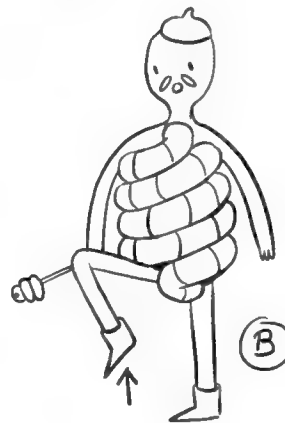
day night



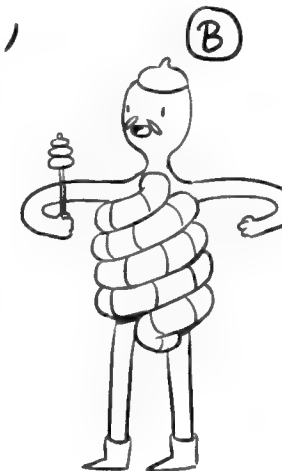
Dialog: PB: Um, who are you? A poetry ghost or something?

Action:

Timing:



C: No, I'm Chattster, the cand--



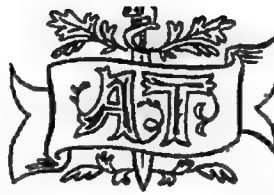
1042-251

EPISODE #

Production :



# ADVENTURE TIME



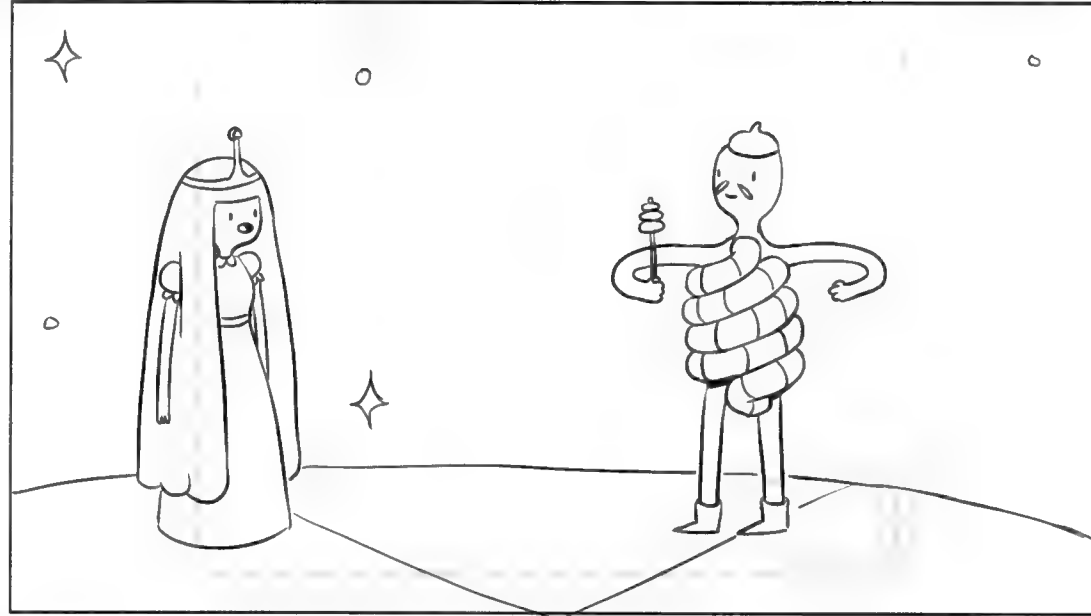
Page 78

Sc. 35

Pnl. F

Bg.

day night

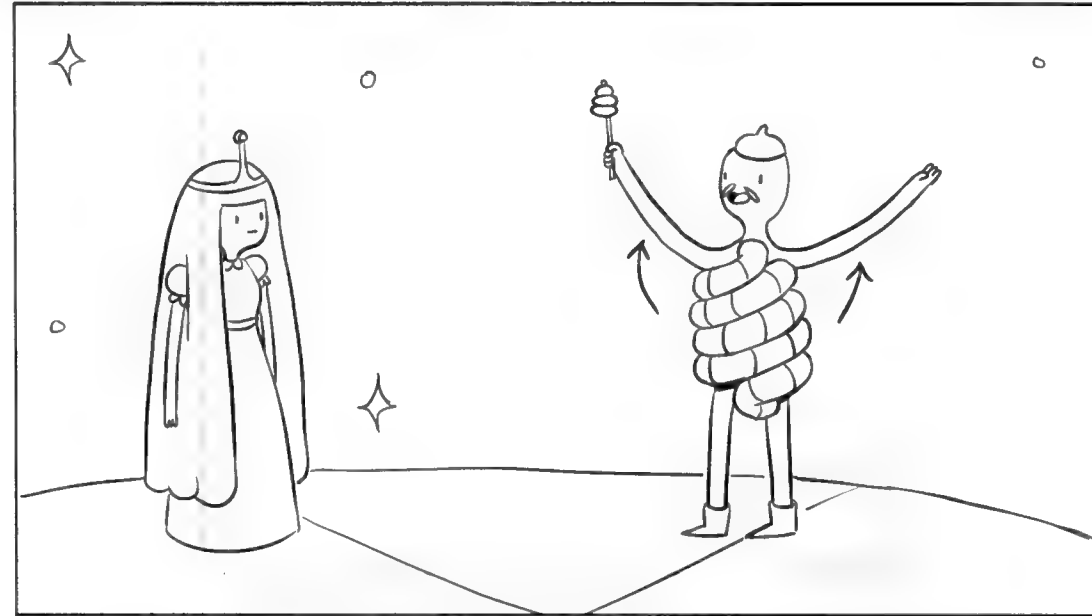


Sc. 35

Pnl. G

Bg.

day night



Dialog:

PB : You're an older version  
of the candy elemental

C : Exactly! Did you feel that knowledge  
in your cosmic consciousness?

Action:

-PB INTERRUPTS CHATSBERRY.

Timing:

1042-251

EPISODE #

Production :



# ADVENTURE TIME



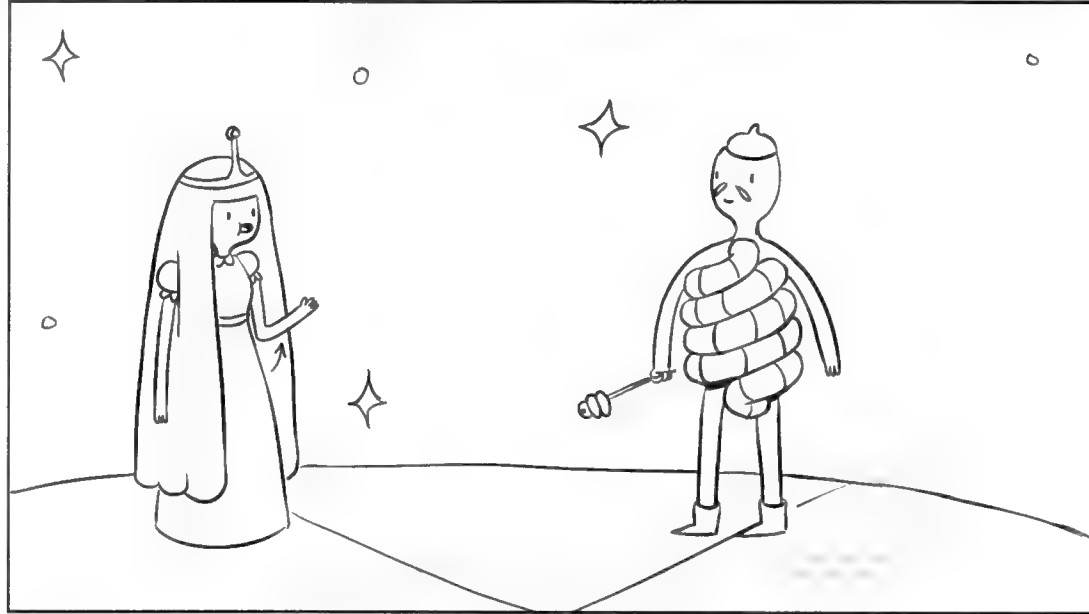
Page 79

Sc. 35

Pnl. H

Bg.

day night



Sc. 36

Pnl. A

Bg.

day night



Dialog:

PB : Nah, I just guessed.

C : Oh ...

Action:

Timing:

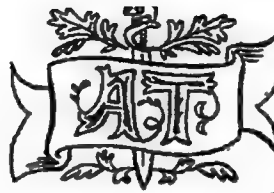
EPISODE #

1042-251

Production :



# ADVENTURE TIME



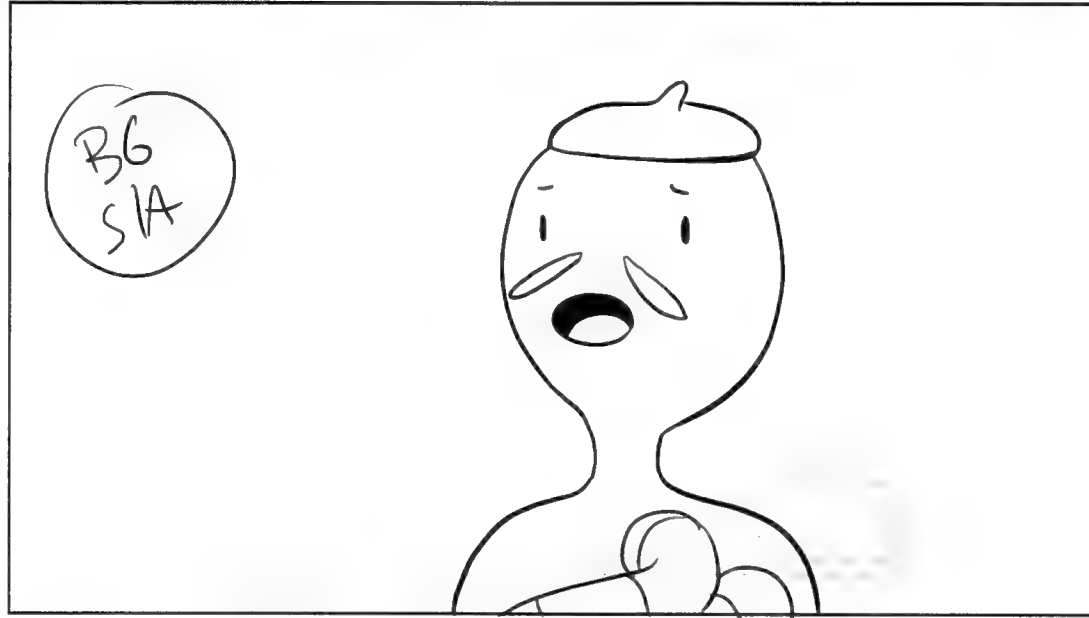
Page 80

Sc. 36

Pnl. B

Bg.

day night

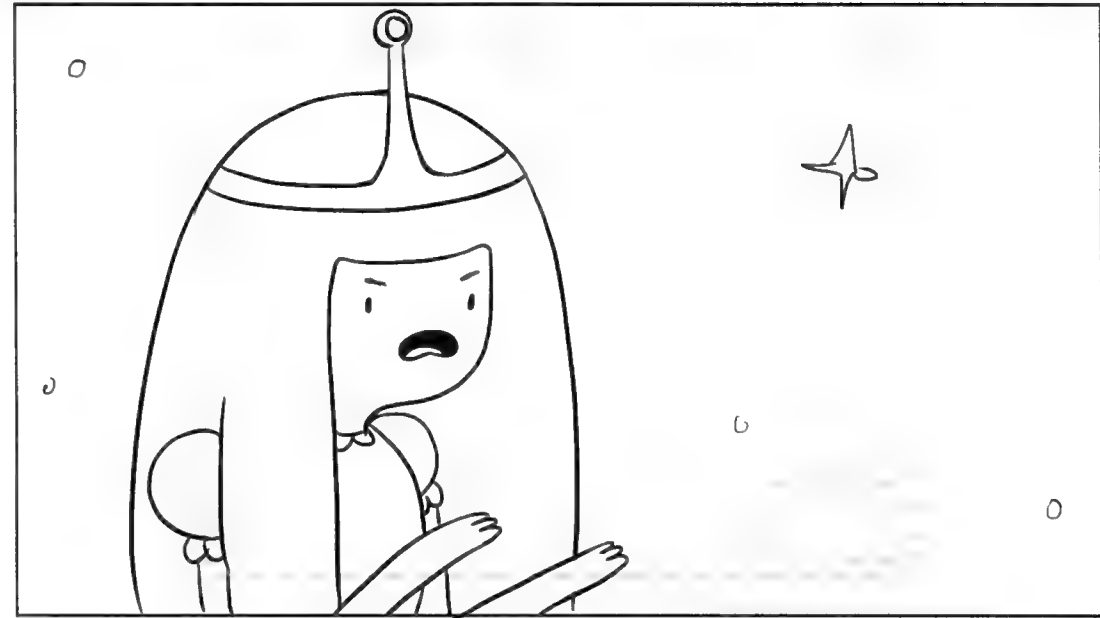


Sc. 37

Pnl. A

Bg.

day night



Dialog: C : But why aren't you using your powers?

PB : This power stinks man. There's nothing to it.

Action:

Timing:

1042-251

EPISODE #

Production :



# ADVENTURE TIME



Page 81

Sc. 37

Pnl. A

Bg.

day night



Sc. 38

Pnl. B

Bg.

day night



Dialog:

C: There's EVERYTHING to it!

Action:

Timing:

EPISODE #

Production :

1042-251



# ADVENTURE TIME



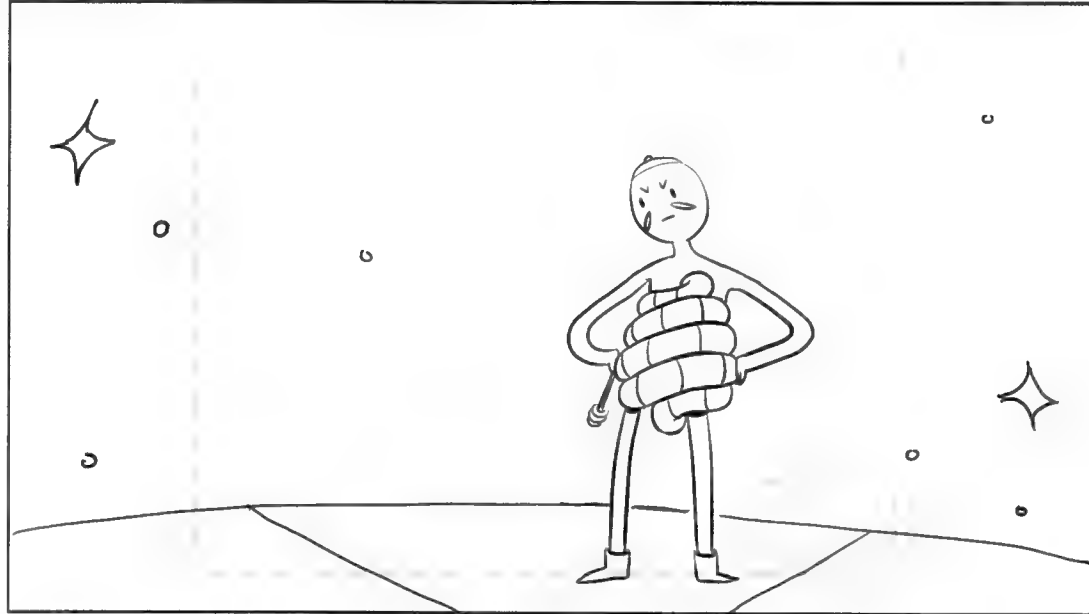
Page 82

Sc. 39

Pnl. A

Bg.

day night

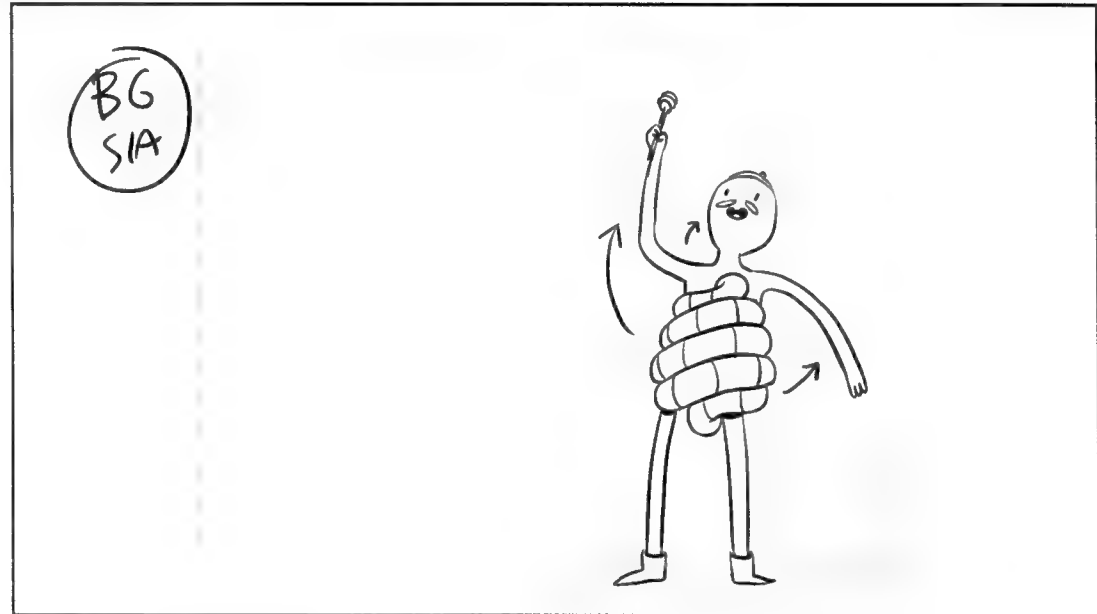


Sc. 39

Pnl. B

Bg.

day night



Dialog:

C : Look --

Action:

-CB RAISES HONEY DIPPER.

Timing:

EPISODE # 1042-2b1

Production :



ADVENTURE TIME



Sc. 39

Pnl. C

Bg.

day night

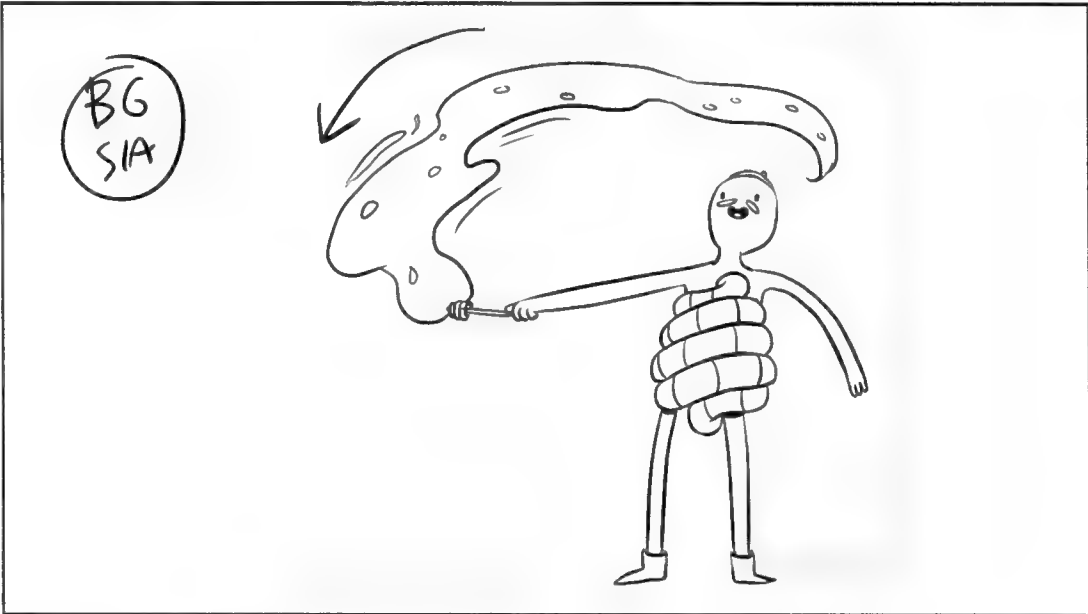


Sc. 39

Pnl. D

Bg.

day night



Dialog:

C: Candy's one of the building blocks of life...

Action:

- C Makes Soda WITH A SWEEP OF THE HONEY DIPPER.

Timing:

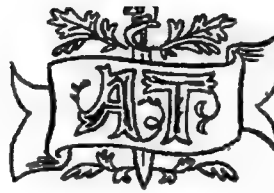
EPISODE #

Production :

042-251



# ADVENTURE TIME



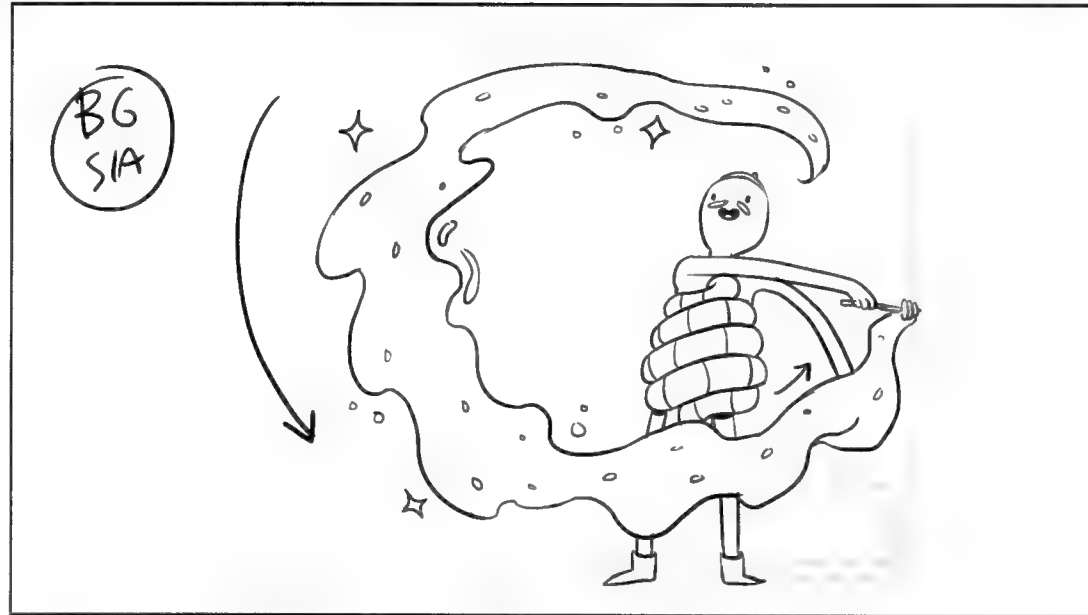
Page 84

Sc. 39

Pnl. E

Bg.

day night



Sc. 39

Pnl. F

Bg.

day night



Dialog:

C: It's in our very DNA

Action:

- SODA FLOATS IN THE AIR LIKE  
IT'S IN ZERO GRAVITY.

Timing:

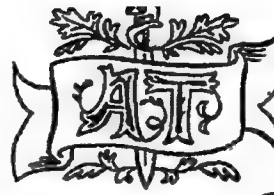
1042-251

EPISODE #

Production :



# ADVENTURE TIME



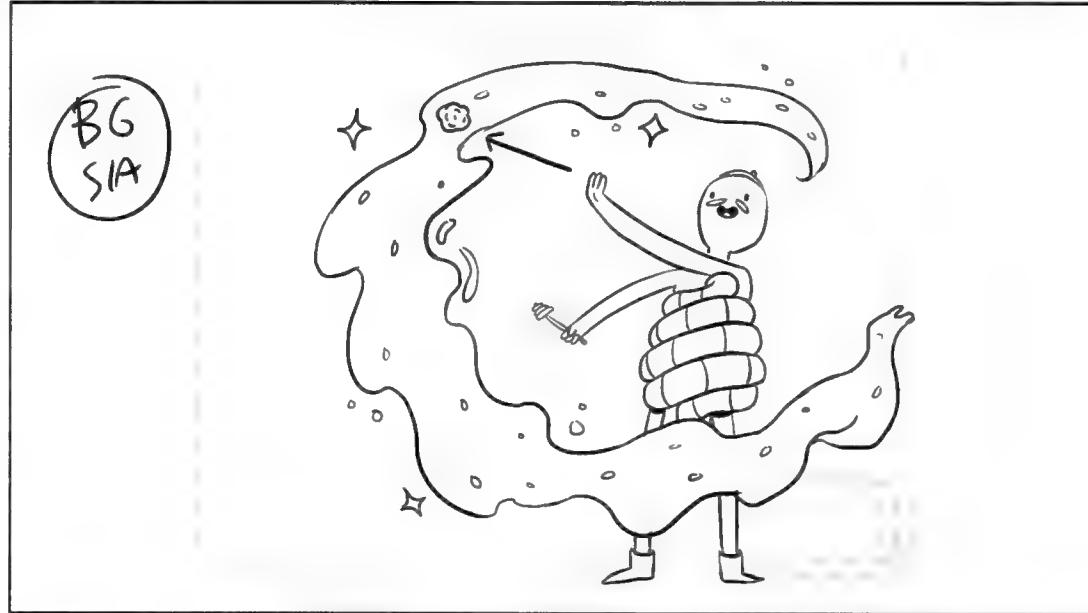
Page 85

Sc. 39

Pnl. 6

Bg.

day night

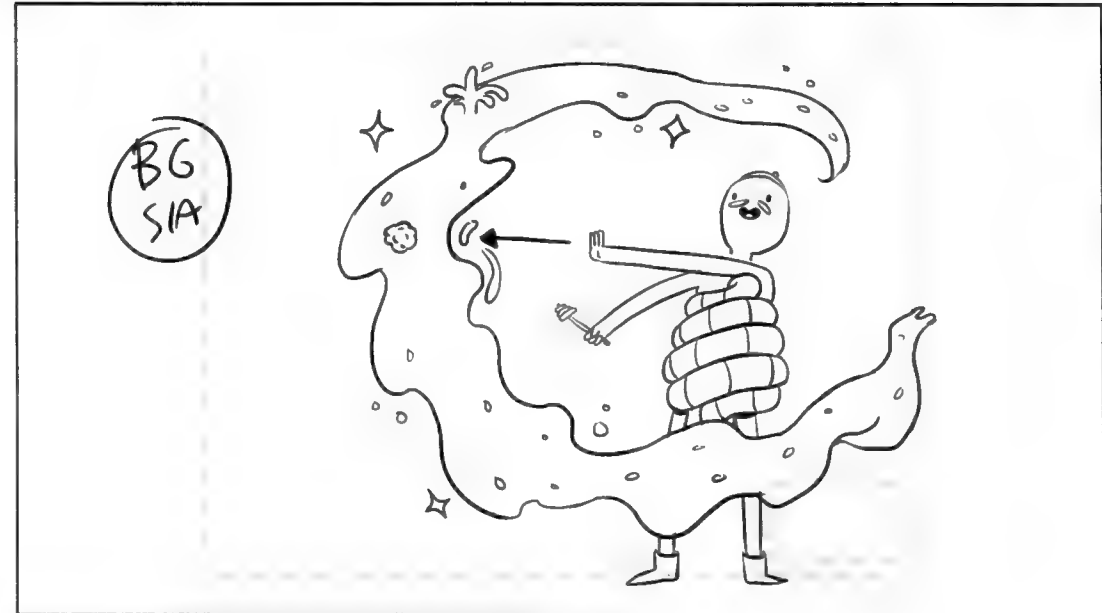


Sc. 39

Pnl. 4

Bg.

day night



Dialog:

C: Take this SOFT DRINK  
FOR EXAMPLE ...

C: Add some SCOTCH MINTS TO IT --

SFX: \* THAOP \*

Action:

C SHOTS SCOTCH MINTS FROM HIS  
PALM AT SUSPENDED SODA .

Timing:

1042-251

EPISODE #

Production :



C 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 39

Pnl. 1

Bg.

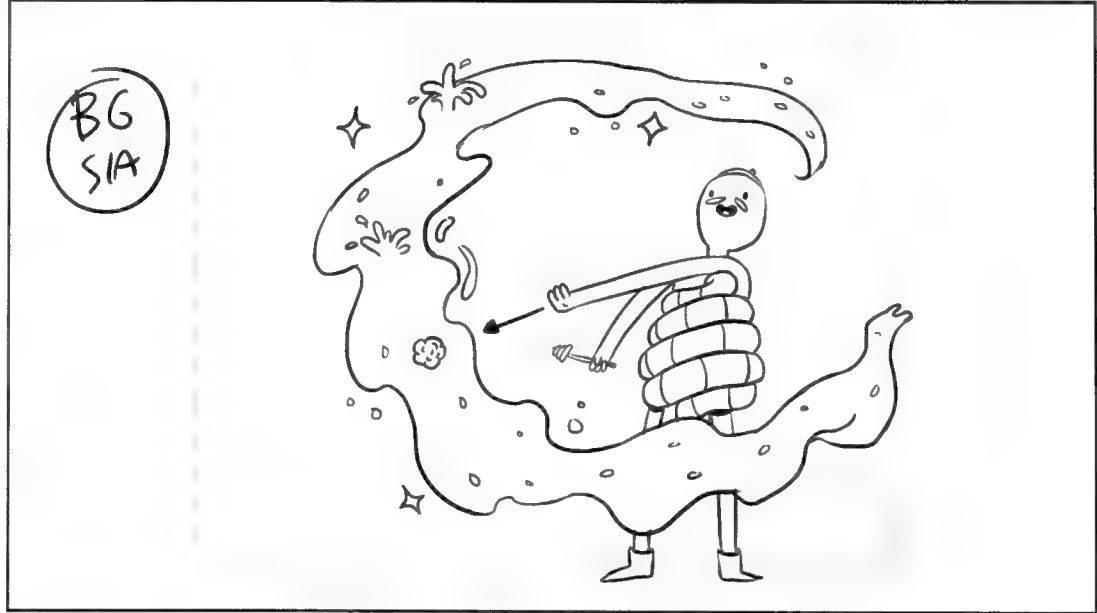
day night

Sc. 39

Pnl. J

Bg.

Page 86  
day night



Dialog:	C: And behold!	SFX: * THOOP *
Action:		
Timing:		

EPISODE # 1042-251  
Production :



# ADVENTURE TIME



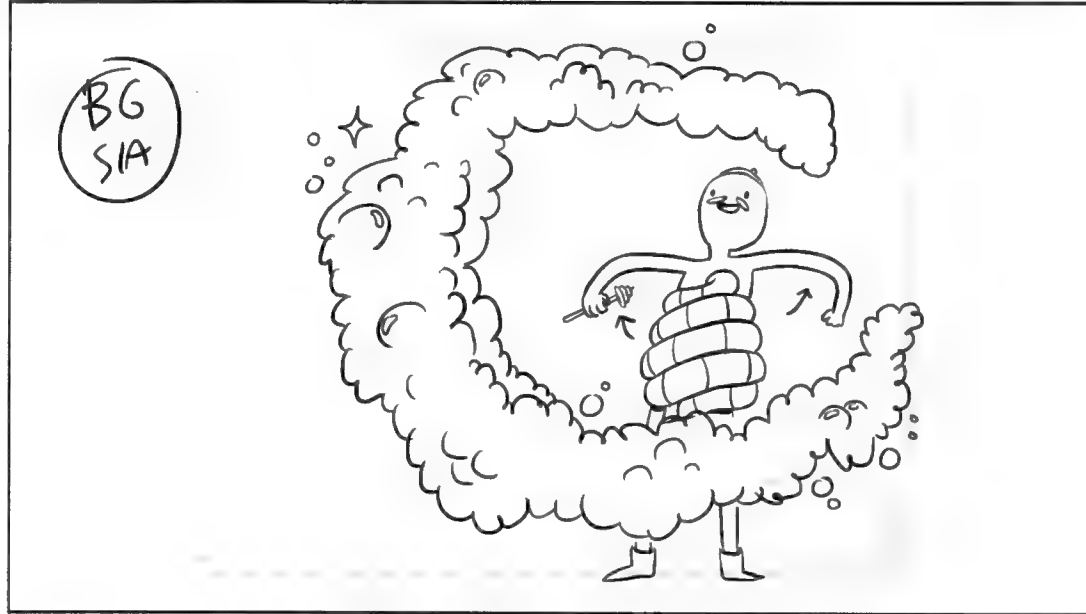
Page 87

Sc. 39

Pnl. K

Bg.

day night



Sc. 40

Pnl. A

Bg.

day night



Dialog:

C : Candy Combustion!

Action:

Explosion! of FOAM.

Timing:

EPISODE #

Production :

042-251



# ADVENTURE TIME



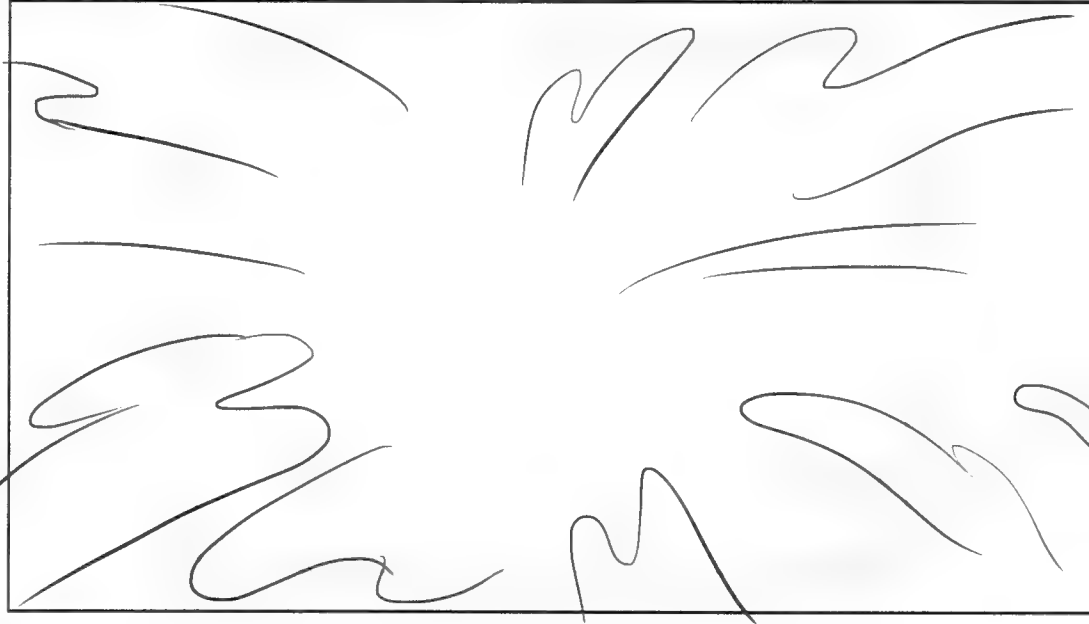
Page 88

Sc. 40

Pnl. B

Bg.

day night

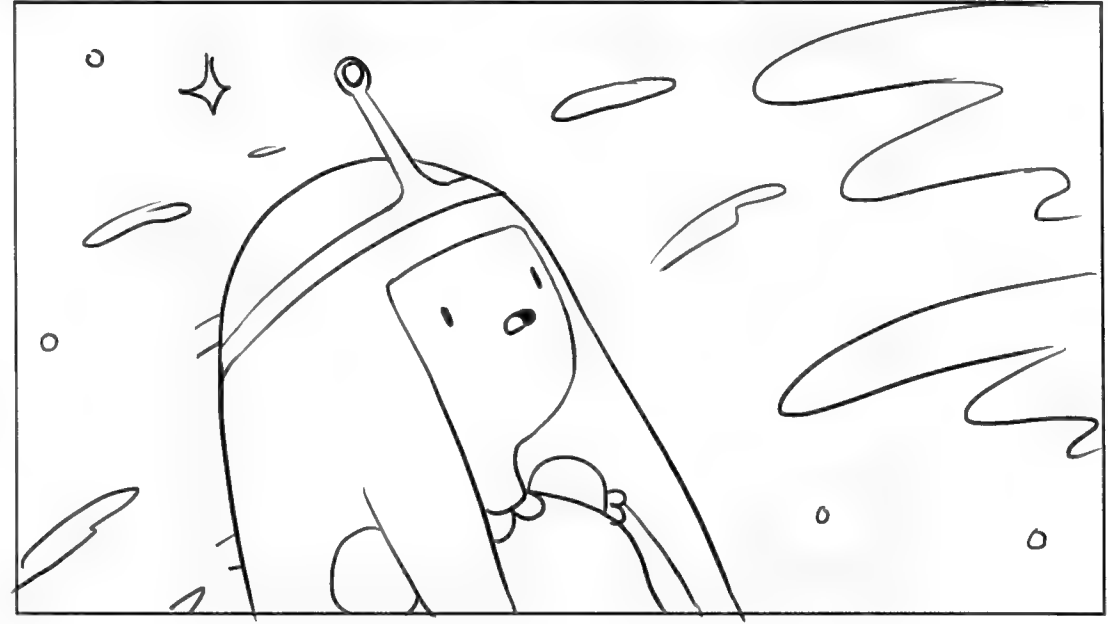


Sc. 41

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

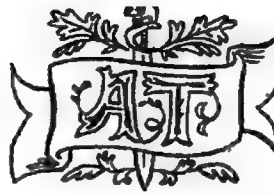
EPISODE #

Production :

042-251



# ADVENTURE TIME



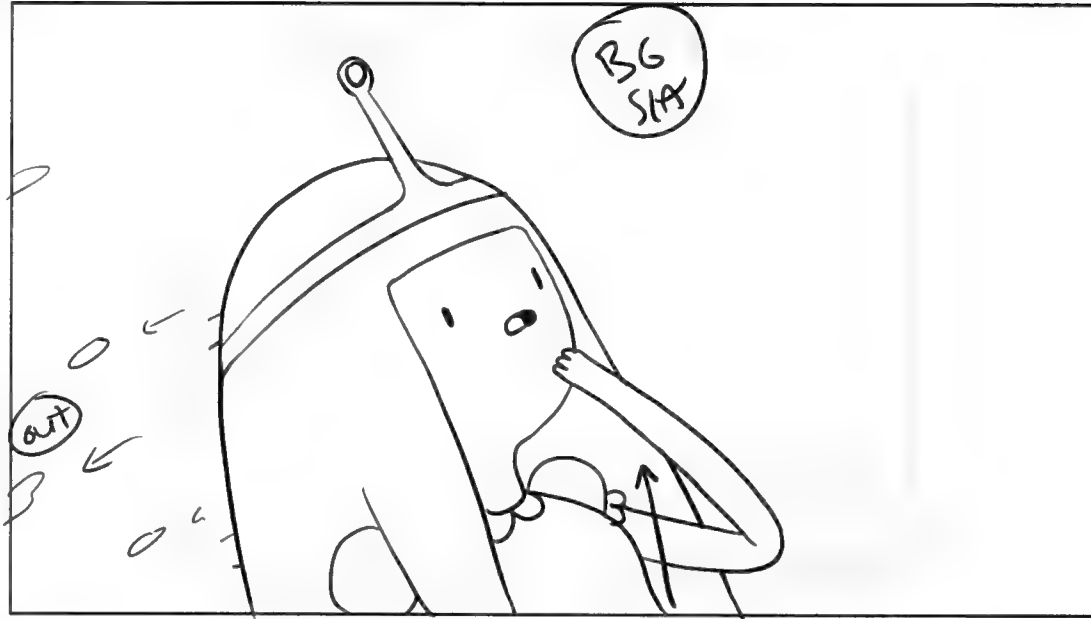
Page 89

Sc. 41

Pnl. B

Bg.

day night

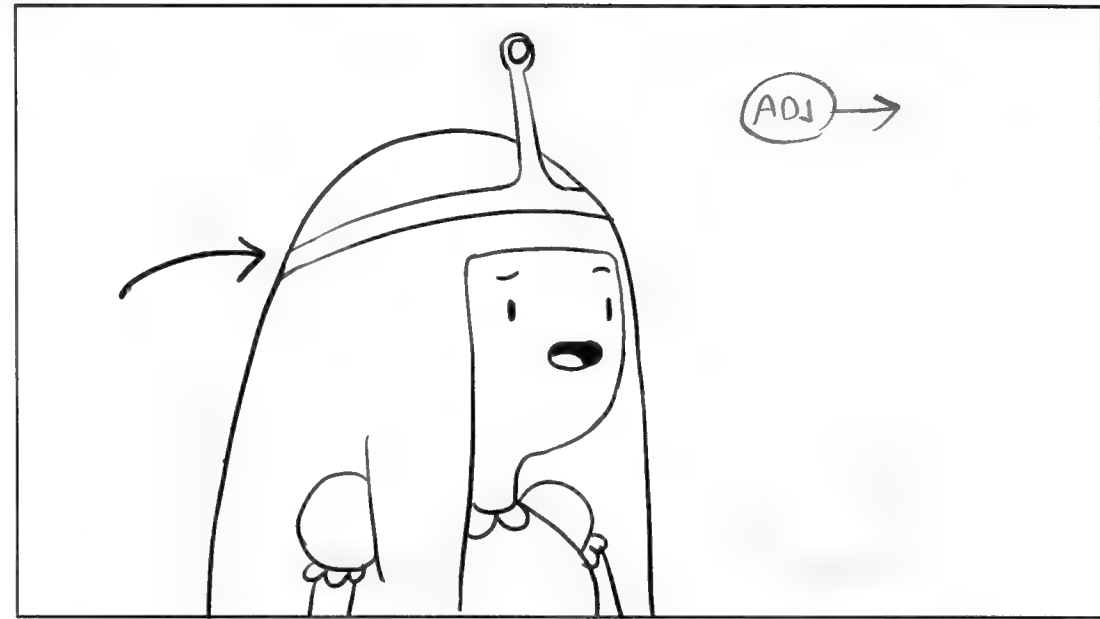


Sc. 41

Pnl. C

Bg.

day night



Dialog:

PB: Yeah that's kinda sweet.

PB: How do I do that? I can barely shoot one jelly bean?

Action:

- FOAM CONTINUES OFF/S.

- PB STRAIGHTENS UP.

- ADJ. W/ ACTION

Timing:

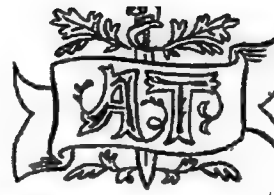
EPISODE #

1042-251

Production :



# ADVENTURE TIME



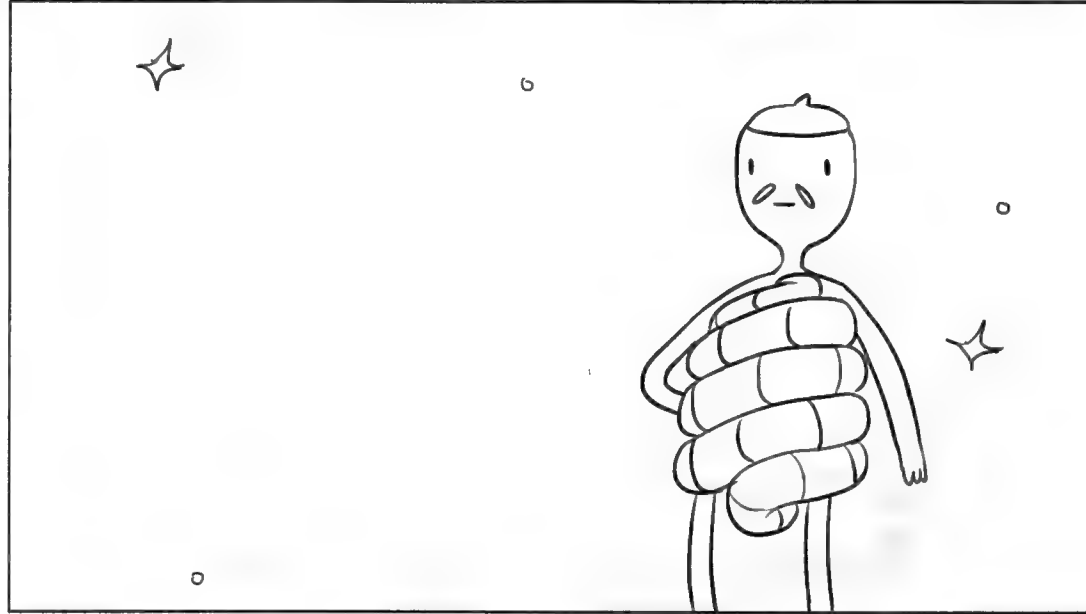
Page 90

Sc. 42

Pnl. A

Bg.

day night

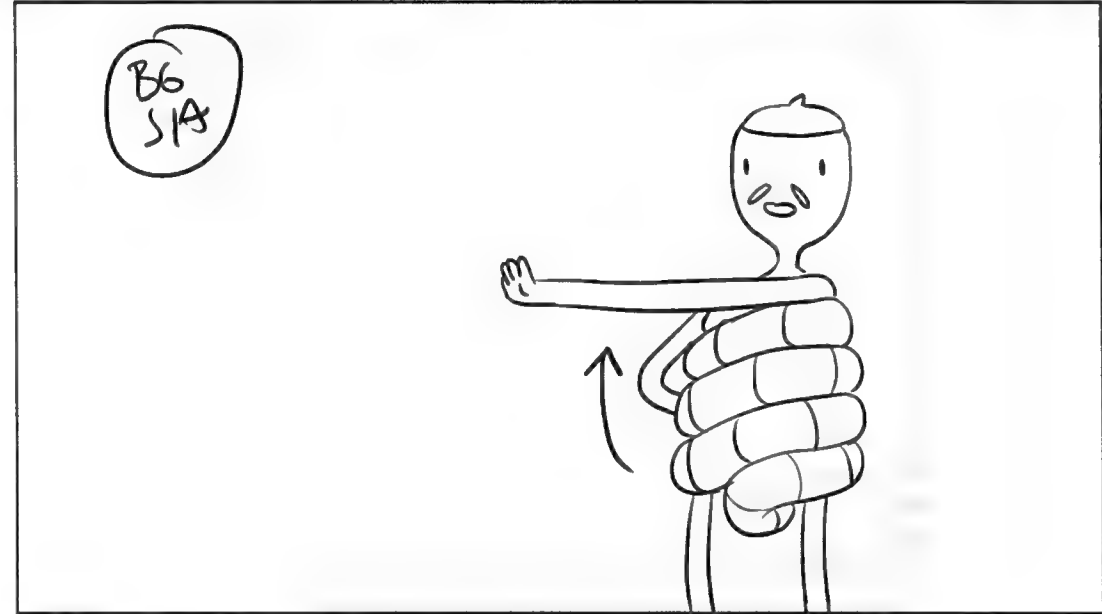


Sc. 42

Pnl. B

Bg.

day night



Dialog:

C: Here let me show you.

Action:

- A cosmic candy hand materializes



Timing:

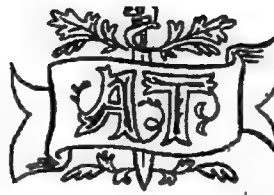
EPISODE #

Production :

1142-251



# ADVENTURE TIME



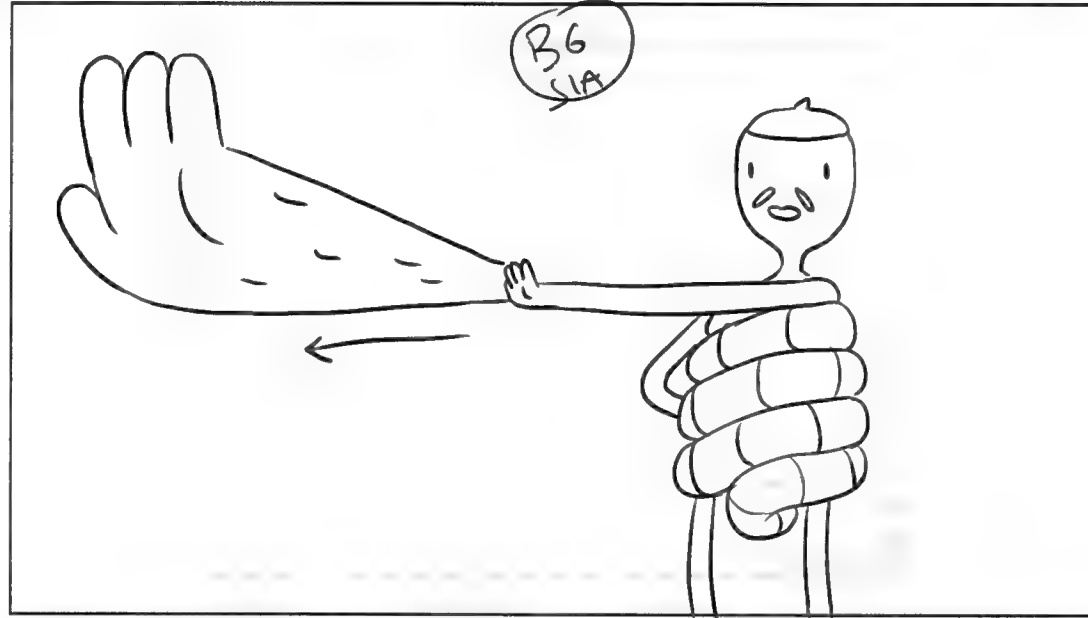
Page 91

Sc. 42

Pnl. C

Bg.

day night

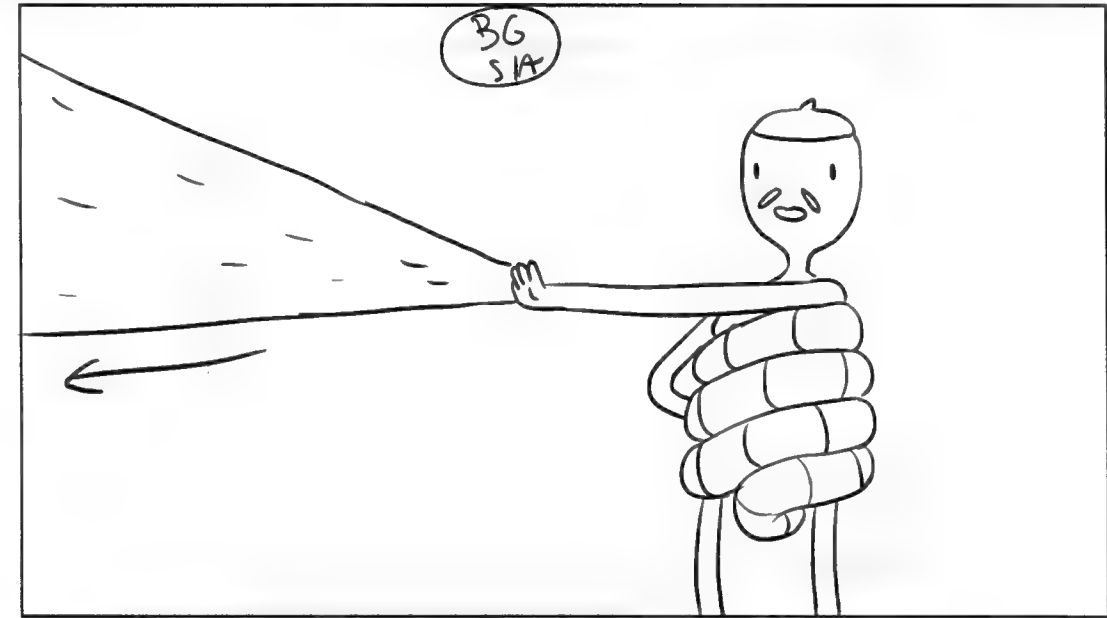


Sc. 42

Pnl. D

Bg.

day night



Dialog:

Action:

- COSMIC CANDY HAND EXTENDS OFF/S,

Timing:

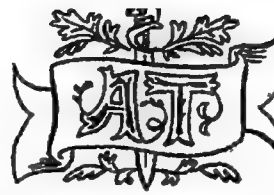
EPISODE #

Production :

1042-250



# ADVENTURE TIME



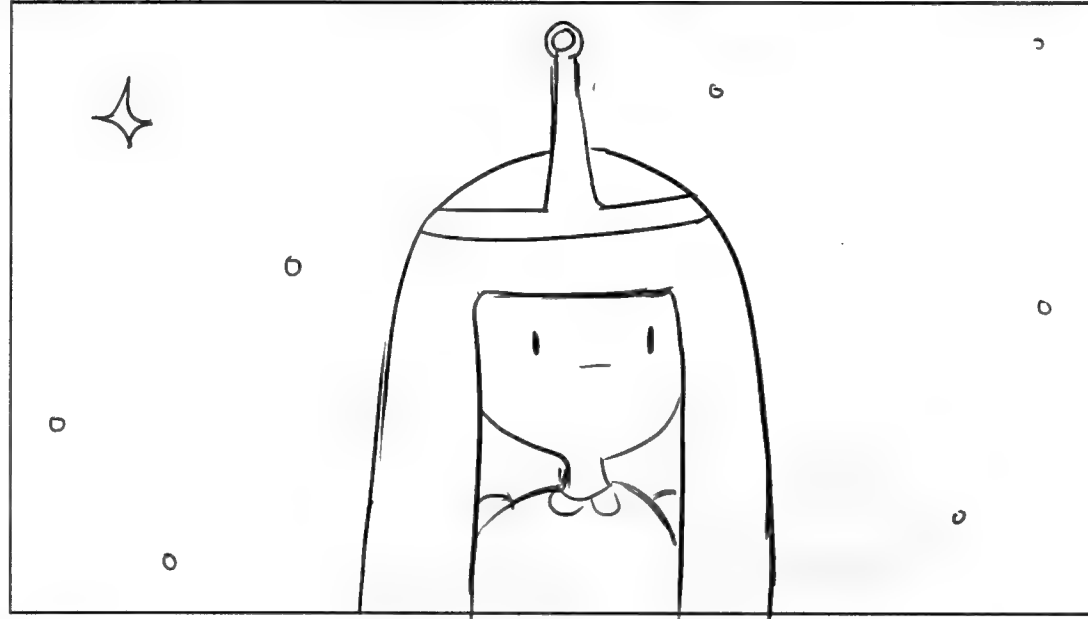
Page 92

Sc. 43

Pnl. A

Bg.

day night

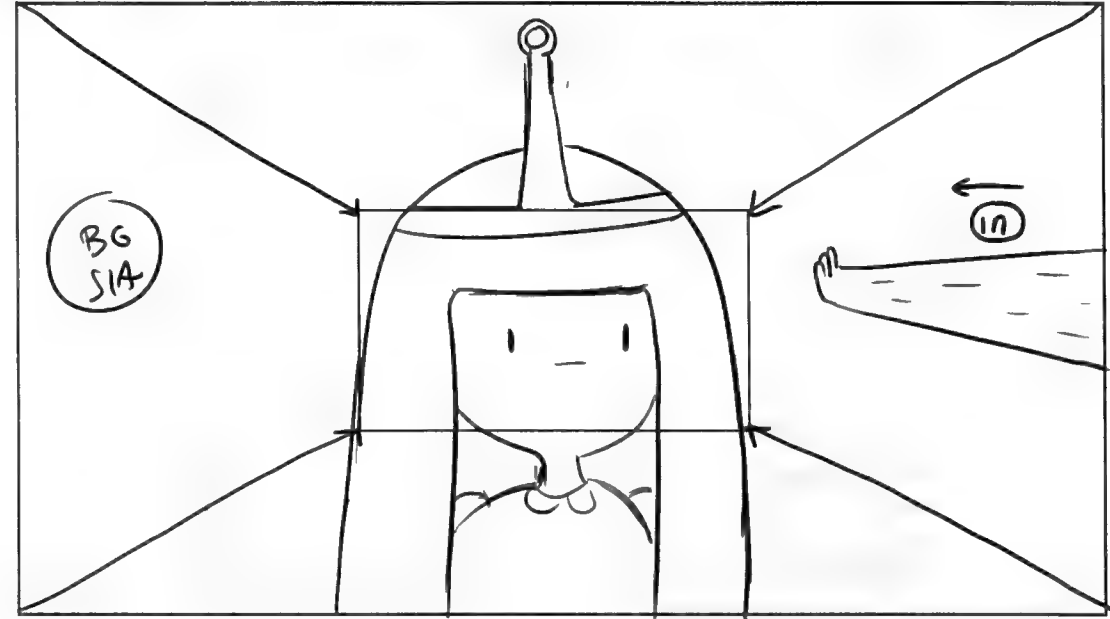


Sc. 43

Pnl. B

Bg.

day night



Dialog:

Action:

- COSMIC HAND STRETCHES ON/S.

- TRUCK IN ON PB'S FACE.

Timing:

EPISODE #

Production :

042-251



ADVENTURE TIME

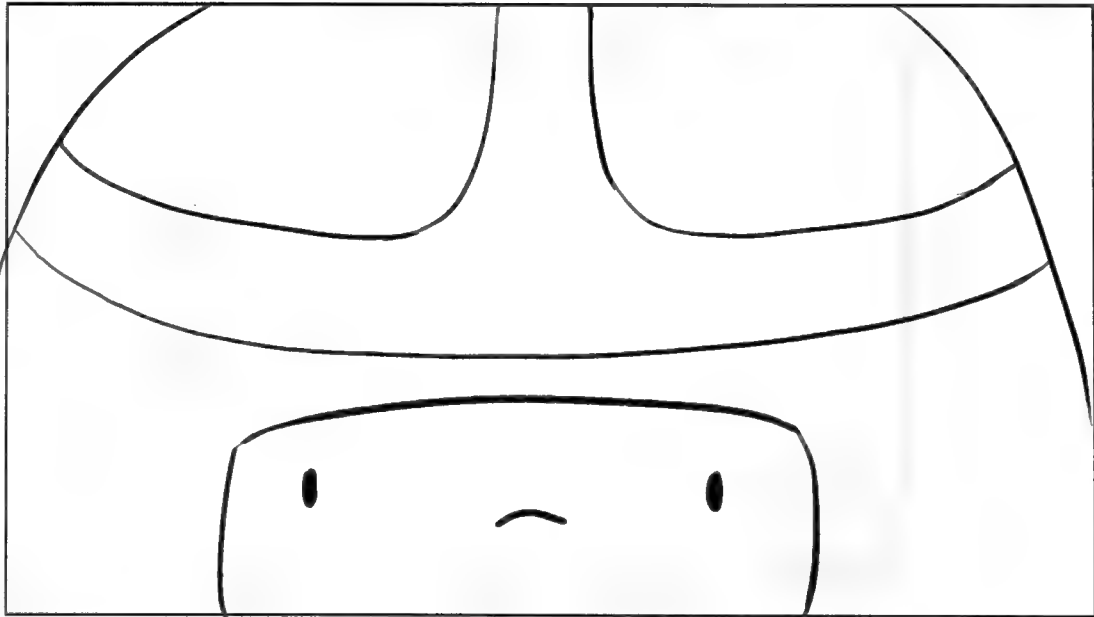


Sc. 44

Pnl. A

Bg.

day night

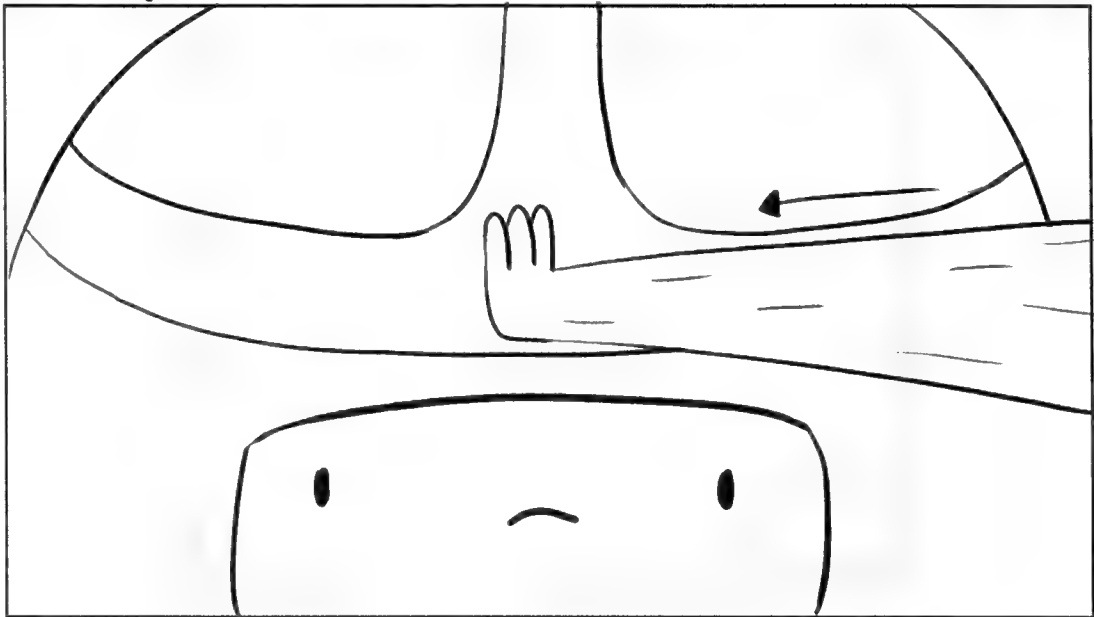


Sc. 44

Pnl. B

Bg.

day night



Dialog:

C: Connect to yourself.

Action:

- COSMIC HAND RESTS ON PB'S FOREHEAD.

Timing:

0142-251  
EPISODE #  
Production :



# ADVENTURE TIME



Page 94

Sc. 44

Pnl. C

Bg.

day night



Sc. 44

Pnl. D

Bg.

day night



Dialog:

Action: Top part of PB's head disappears

Timing:

042-251

EPISODE #

Production :



# ADVENTURE TIME



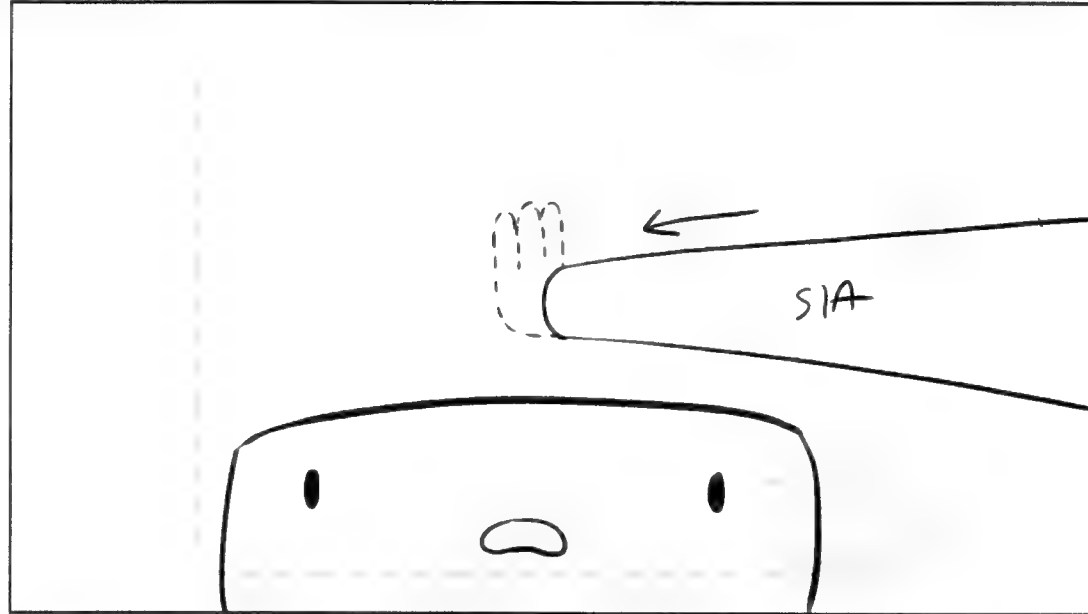
Page 95

Sc. 44

Pnl. E

Bg.

day night

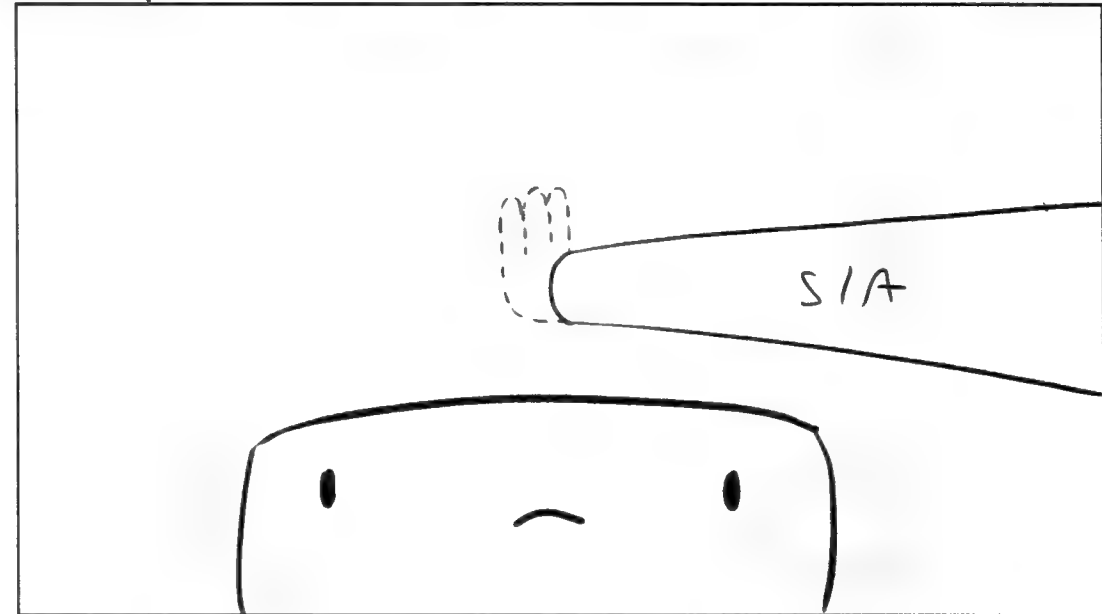


Sc. 44

Pnl. F

Bg.

day night



Dialog:

PB: I AM connected to myself.

Action:

Cosmic hand pushes through PB's head

Timing:

042-251

EPISODE #

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

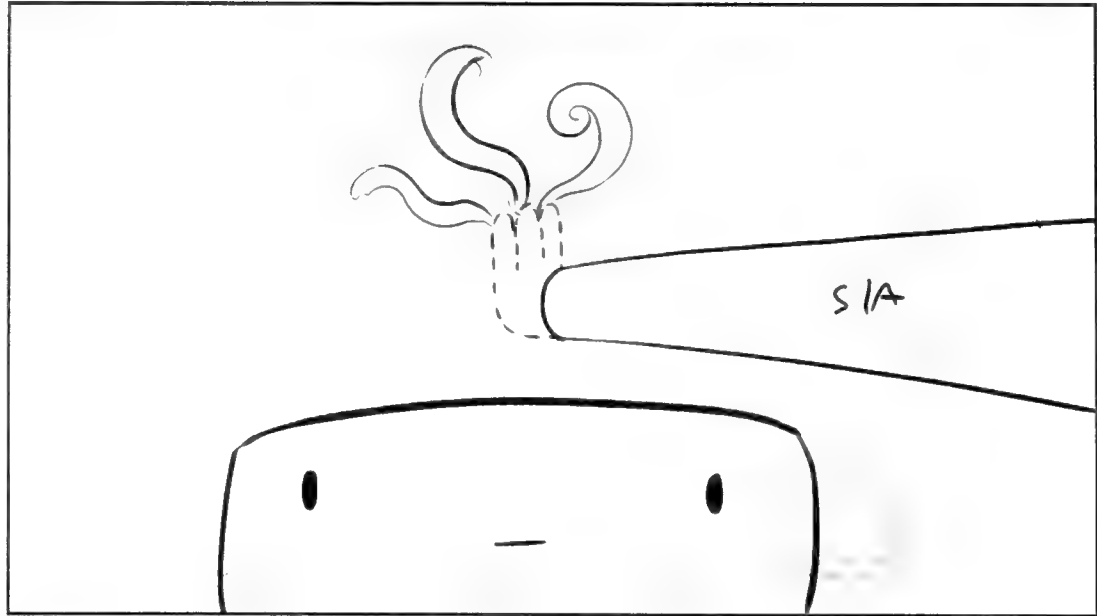


Sc. 44

Pnl. 6

Bg.

day night



Dialog:
Action:
Timing:
- smoke forms

Sc. 44

Pnl. H

Bg.

day night

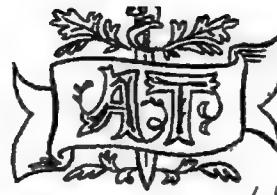


EPISODE # 1042-251

Production :



# ADVENTURE TIME



Page 97

Sc. 44

Pnl. I

Bg.

day night



Sc. 44

Pnl. J

Bg.

day night

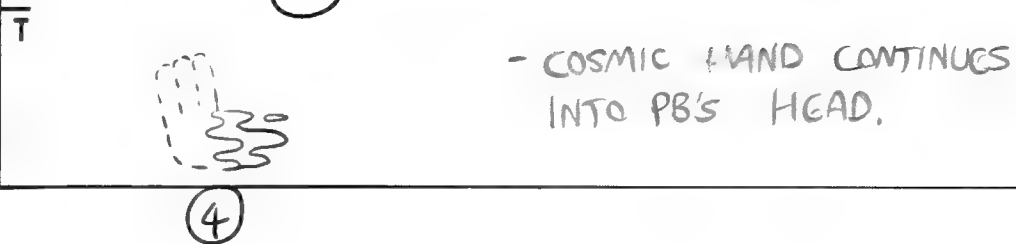


Dialog:

C (o/s) : Not to the self you once were -



Smoke fades out



- COSMIC HAND CONTINUES INTO PB'S HEAD.

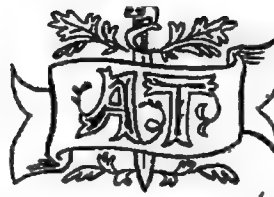
1142-251

EPISODE #

Production :



# ADVENTURE TIME



Page 98

Sc. 44

Pnl. K

Bg.

day night



Sc. 44

Pnl. L

Bg.

day night



Dialog:

SFX: \*SPUTTERING, BUBBLING\*

Action:

- peppermint candy volcano fades in.

- peppermint candy volcano fades out.

Timing:



Volcano top lava sputter

EPISODE #

1042-251

Production :



# ADVENTURE TIME



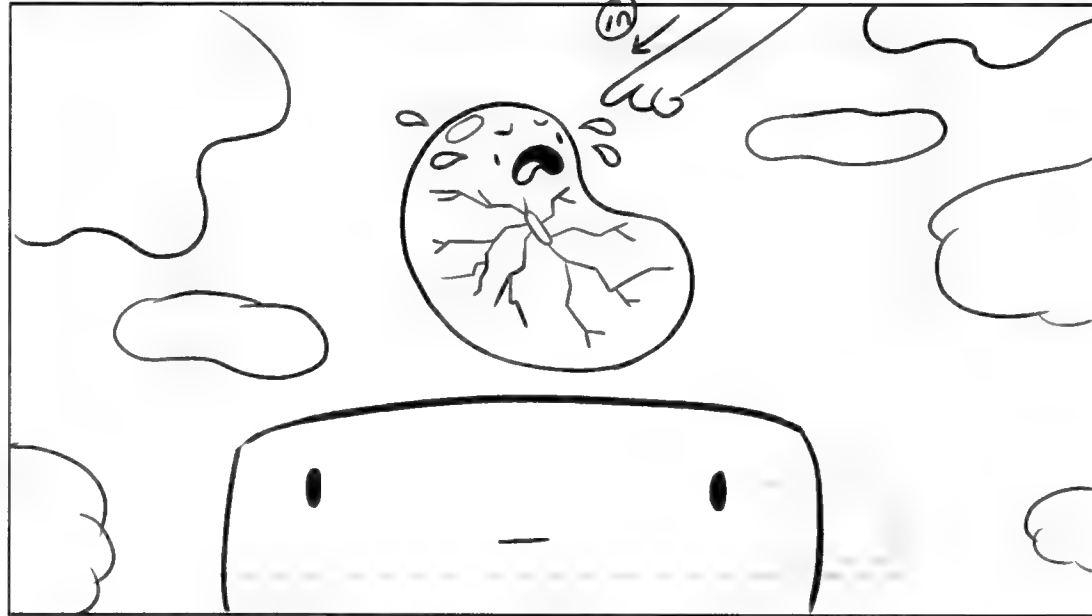
Page 99

Sc. 44

Pnl. M

Bg.

day night

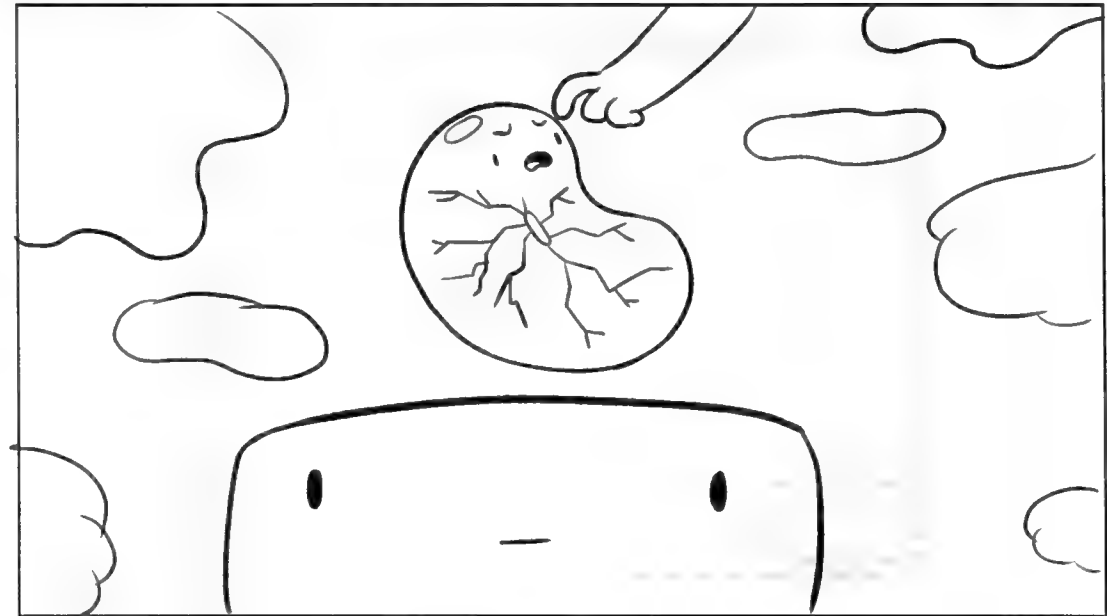


Sc. 44

Pnl. N

Bg.

day night



Dialog:

JELLY  
BEAN,

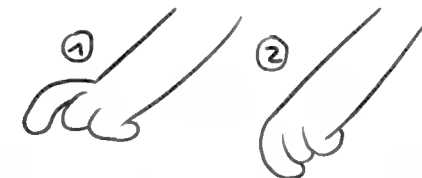
\*Crying\*

CB: TO Your new self.

Action:

Crying baby jelly bean image  
fades in. HAND REACHES ON/S.

Timing:



Hand tickling cycle:

①, ②

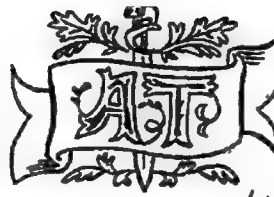
EPISODE #

1042-250

Production :



# ADVENTURE TIME



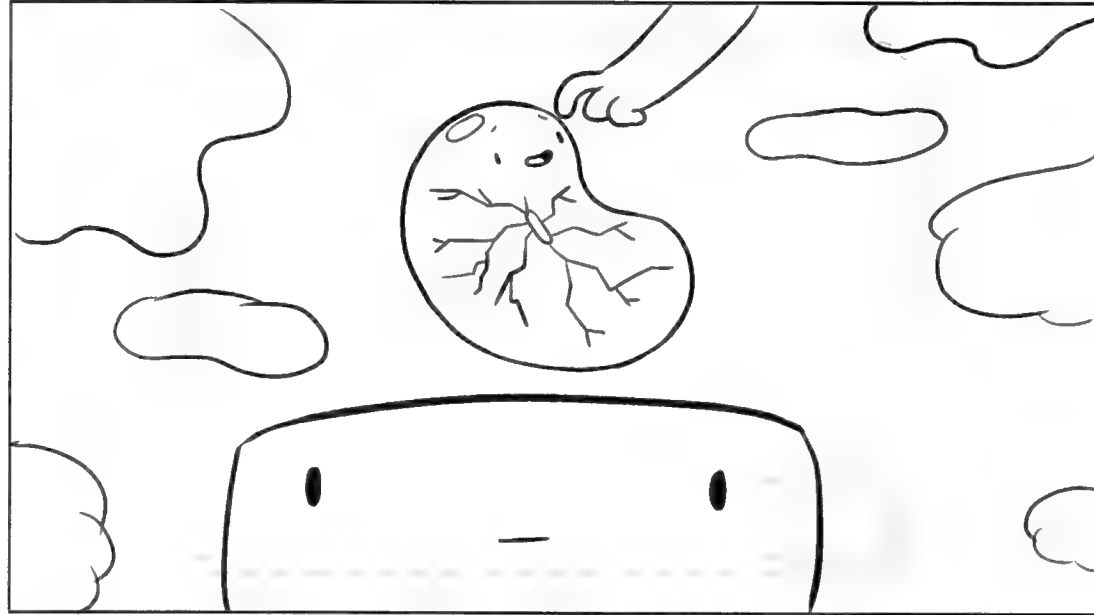
Page 99a

Sc. 44

Pnl. 0

Bg.

day night

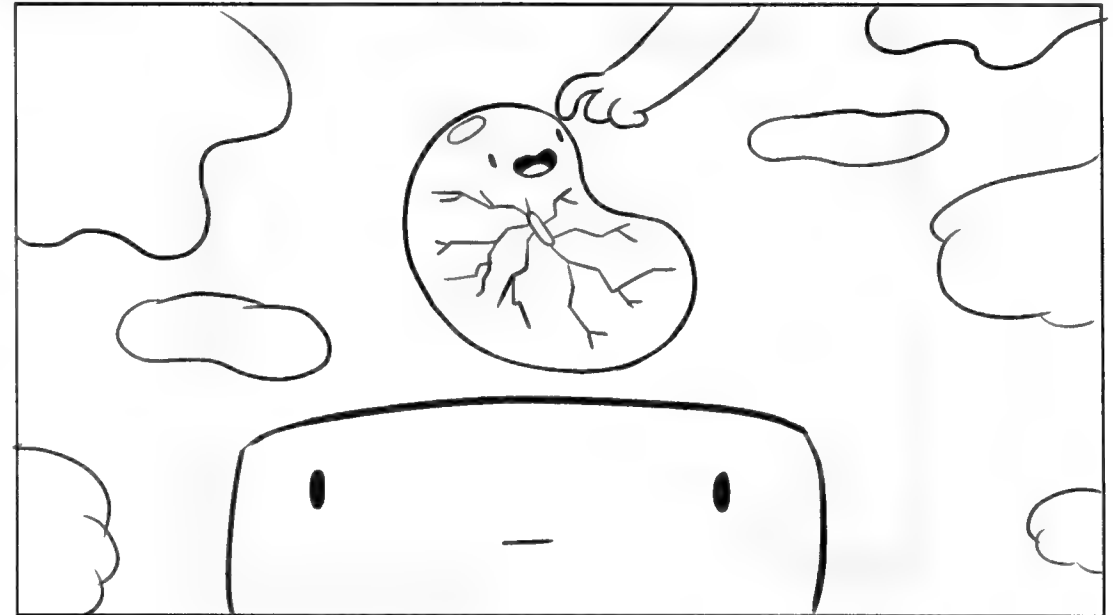


Sc. 44

Pnl. P

Bg.

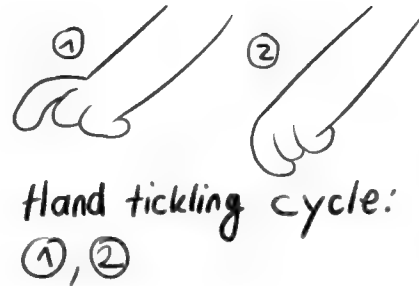
day night



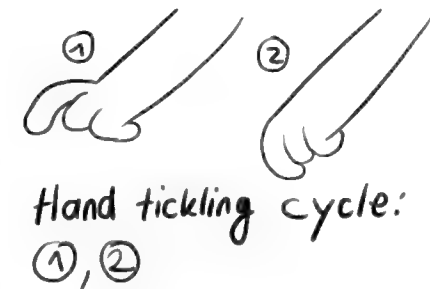
Dialog:

Action:

Timing:



- Jelly bean's happy



1042-251

EPISODE #

Production :



# ADVENTURE TIME



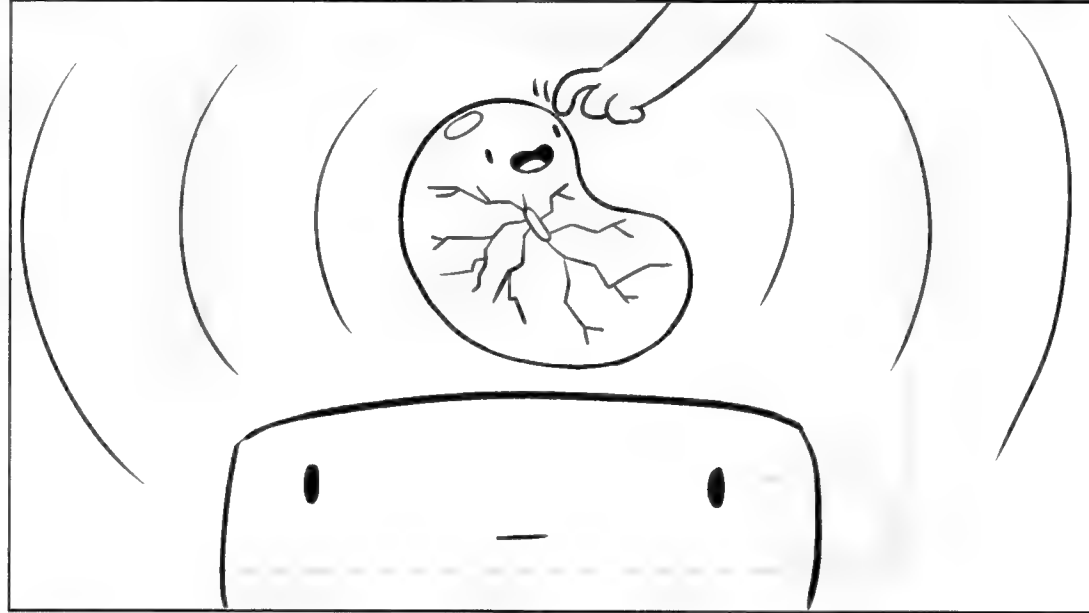
Page 100

Sc. 44

Pnl. Q

Bg.

day night

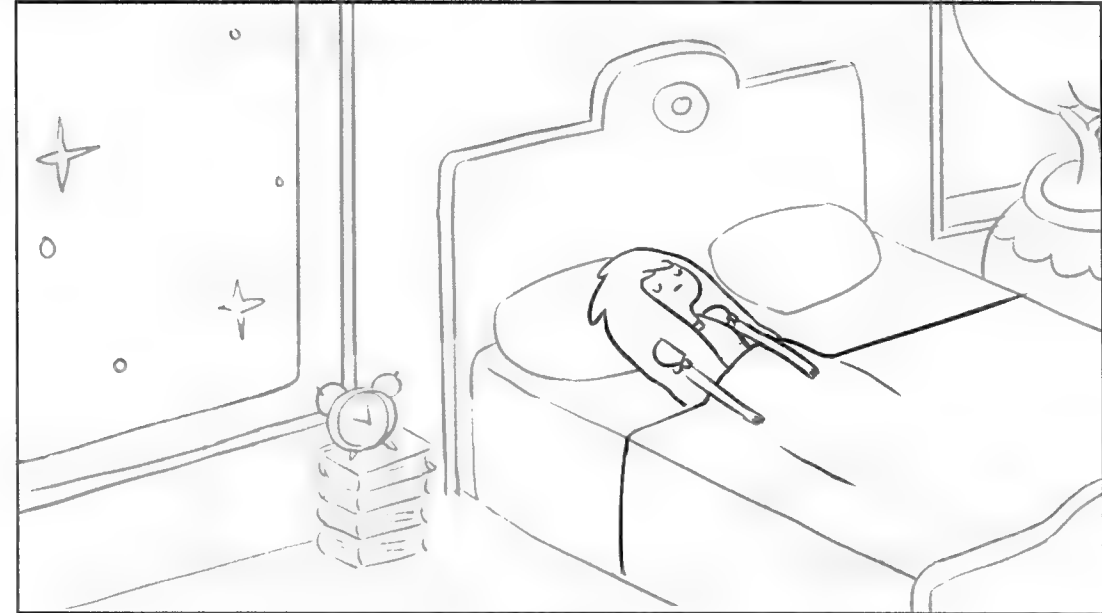


Sc. 45

Pnl. A

Bg.

day night



Dialog:

Jelly Bean: \* BEEP BEEP BEEP \*

SFX: \* BEEP BEEP BEEP \*

Action:

- WAVES EMANATE FROM JELLY BEAN.

- ALARM GOING OFF IN PB'S ROOM.

Timing:

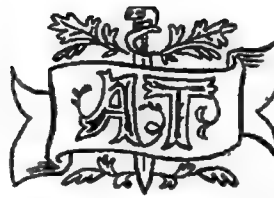
1042-251

EPISODE #

Production :



# ADVENTURE TIME



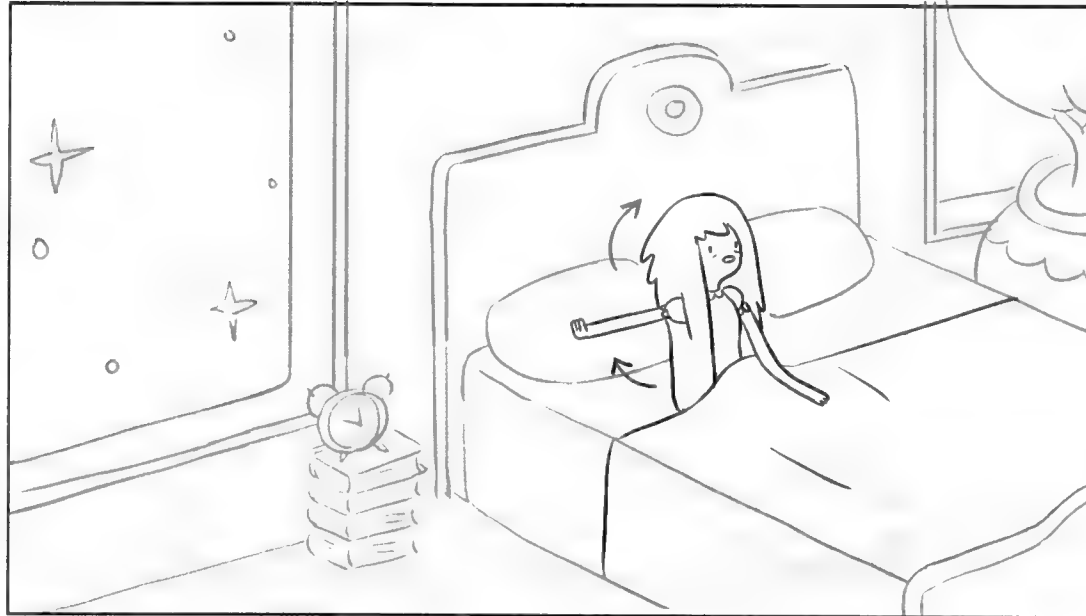
Page 101

Sc. 45

Pnl. B

Bg.

day night

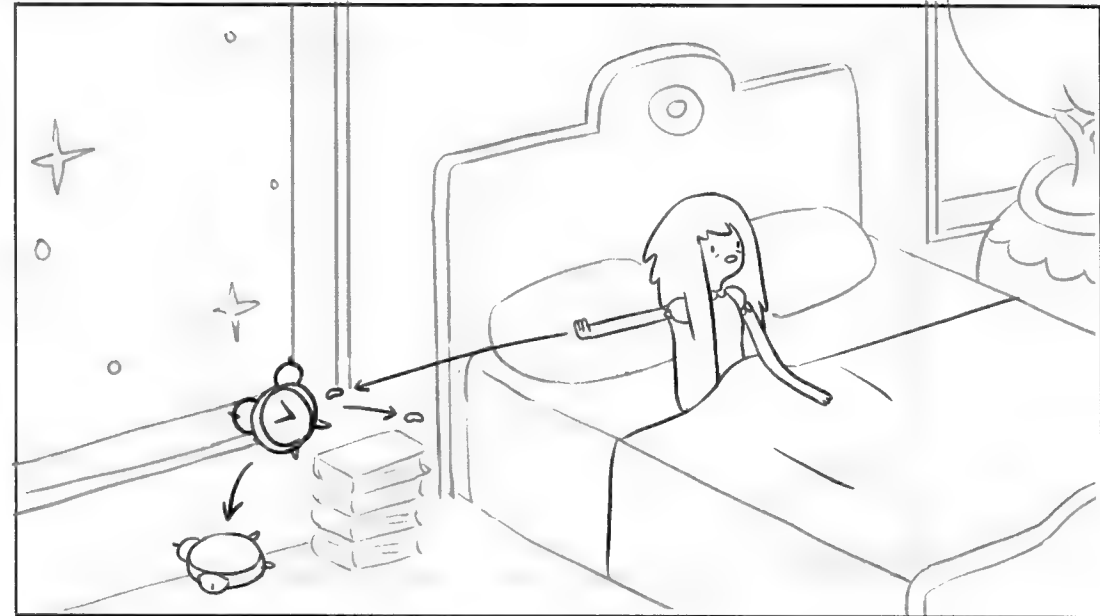


Sc. 45

Pnl. C

Bg.

day night



Dialog:

SFX: \* BEEP - BEEP - BEEP \*

SFX: \* PYEW! CLUNK \*

Action:

- PB SITS UP, ARM SNAP UP

- JELLY BEAN SHOOTS FROM PB'S PALM AT HIGH SPEED AND KNOCKS ALARM CLOCK TO GROUND.

Timing:

1042-250

EPISODE #

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 45

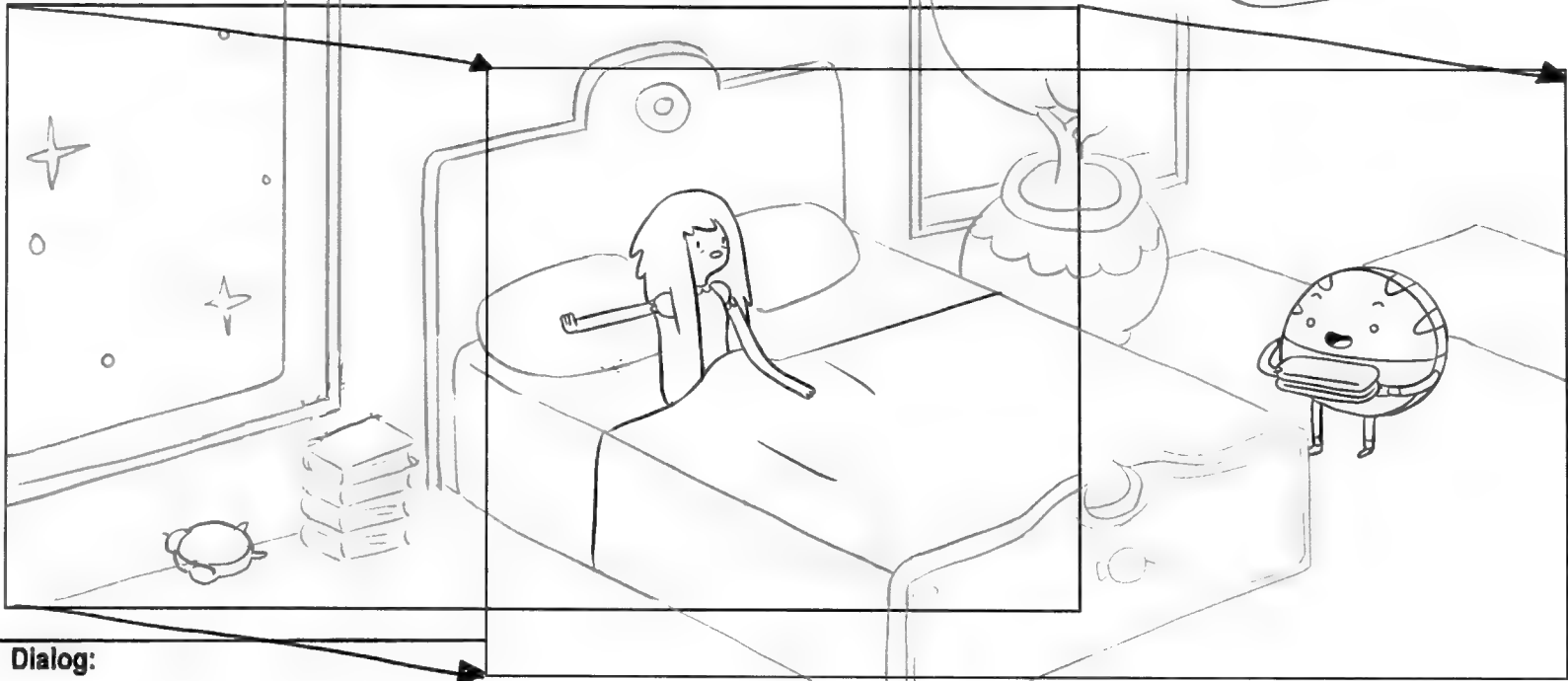
Pnl. D

Bg.

day night

START

STOP



Dialog:

Pep3: I'll be globbed!

Action:

- ADJ. RIGHT TO PEP-BUT,

Timing:

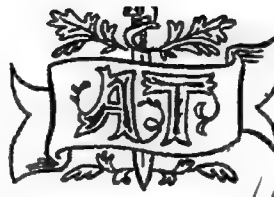
1042-251

EPISODE #

Production :



# ADVENTURE TIME



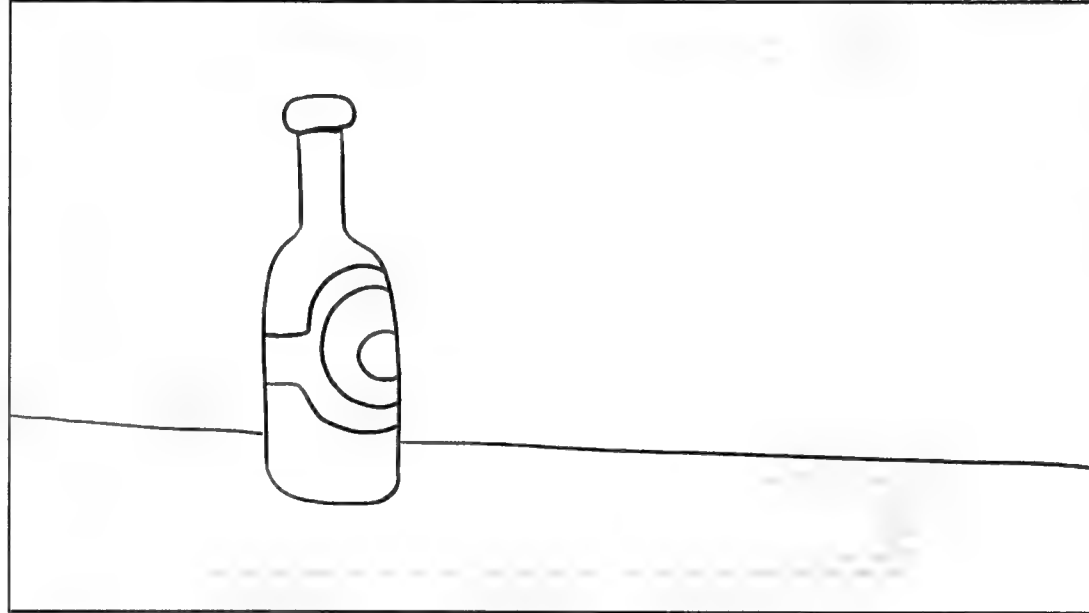
Page 163

Sc. 46

Pnl. A

Bg.

day night

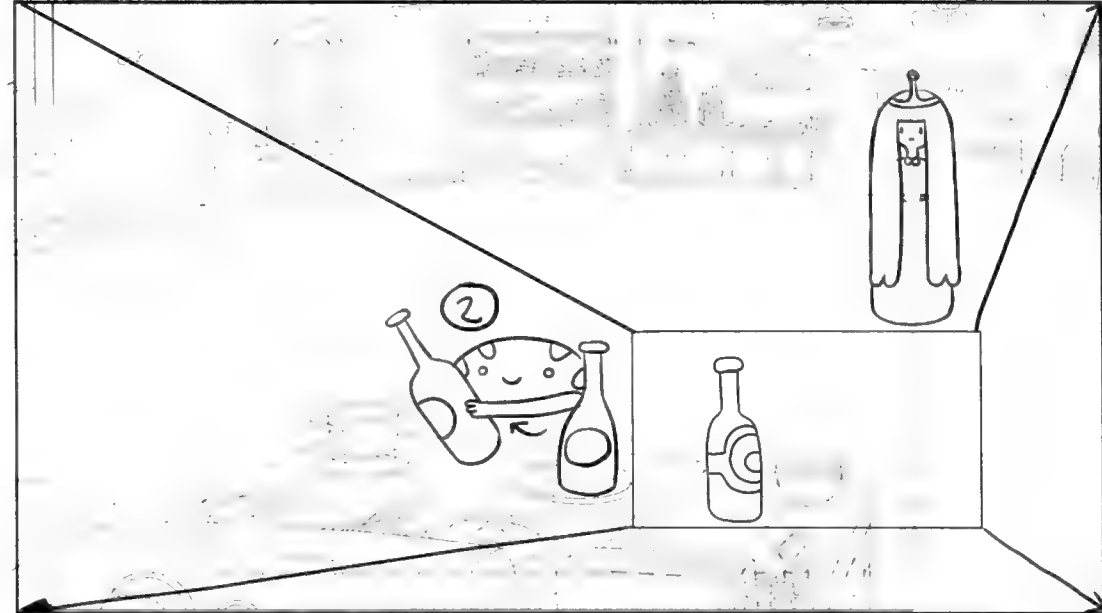


Sc. 46

Pnl. B

Bg.

day night



Dialog:

(0/5)  
SFX: \* CLINK \*



Action:

- TRUCK OUT TO REVEAL KITCHEN.  
- PEP-BUT SETS UP 3<sup>RD</sup> BOTTLE.

Timing:

1042-251

EPISODE #

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

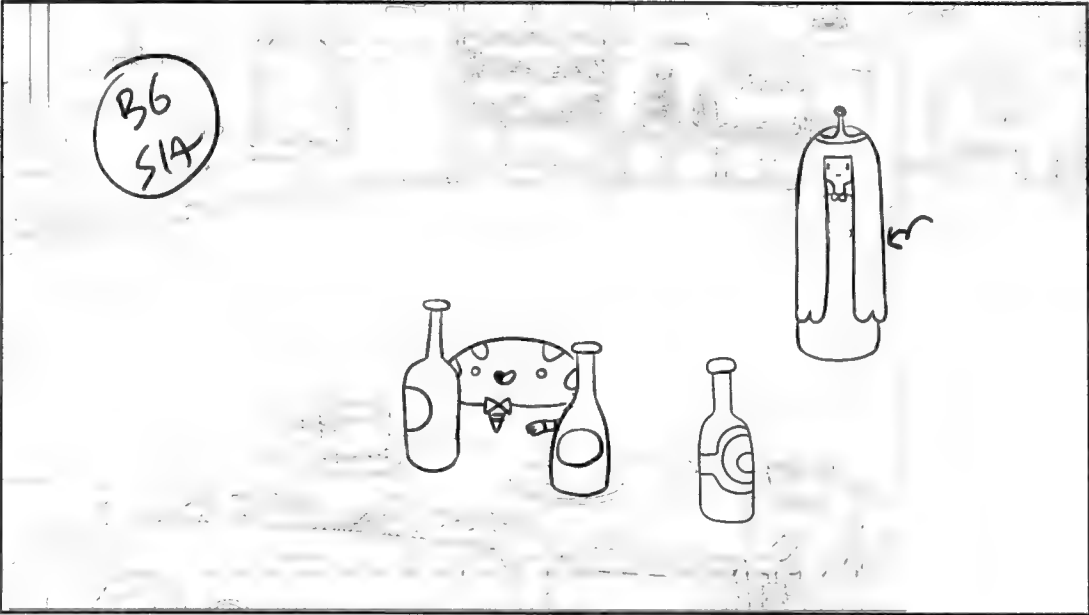


Sc. 46

Pnl. C

Bg.

day night

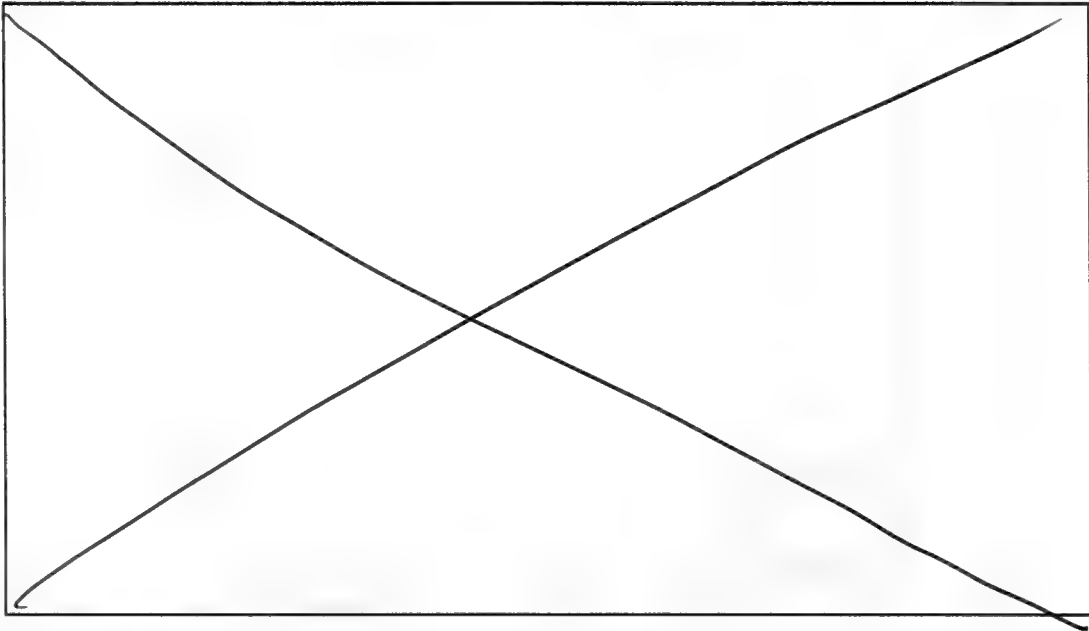


Sc.

Pnl.

Bg.

day night



Dialog: PepB: Ok, now aim and --

Action: -PB STEPS FORWARD.

Timing:

1042-251

EPISODE #

Production :



# ADVENTURE TIME



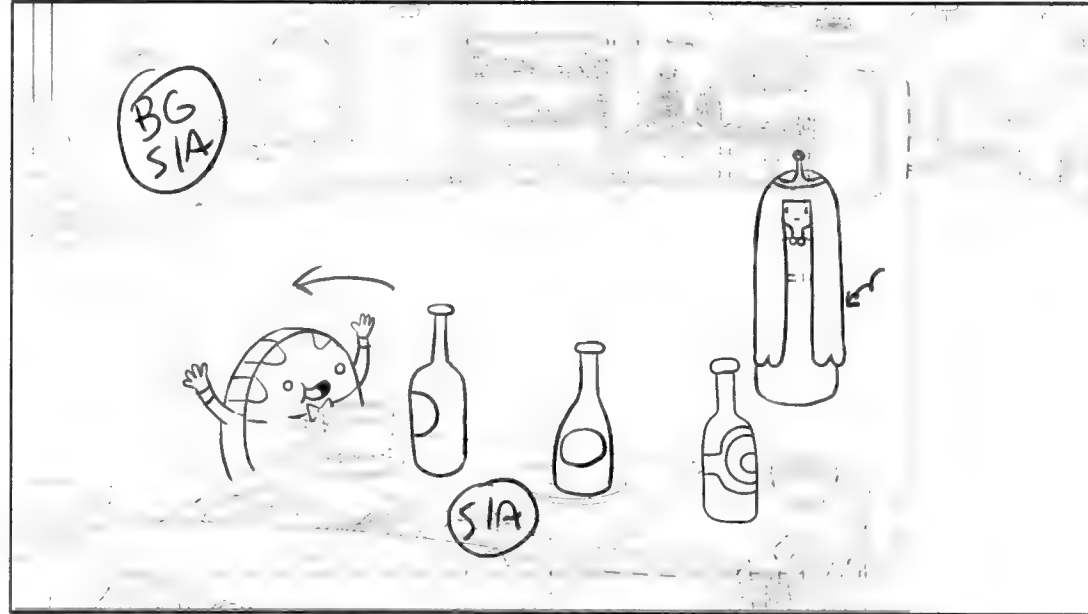
Page 105

Sc. 46

Pnl. 1

Bg.

day night

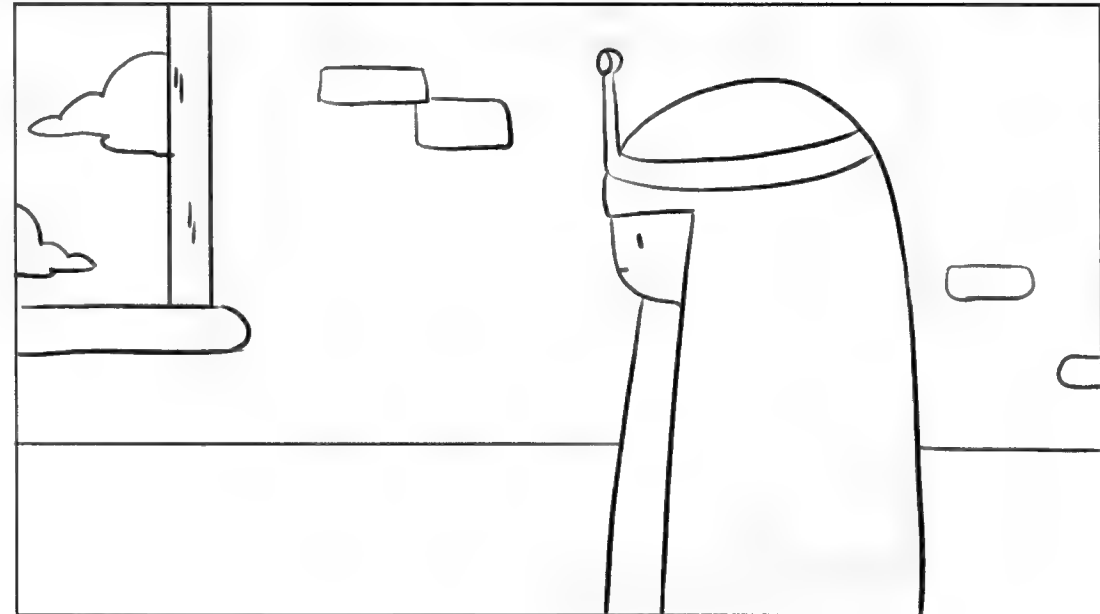


Sc. 47

Pnl. A

Bg.

day night



Dialog:

Pep: Jellybean!

Action:

- PEP. BUT JUMPS TO THE SIDE.

Timing:

EPISODE #

1042-251

Production :



# ADVENTURE TIME



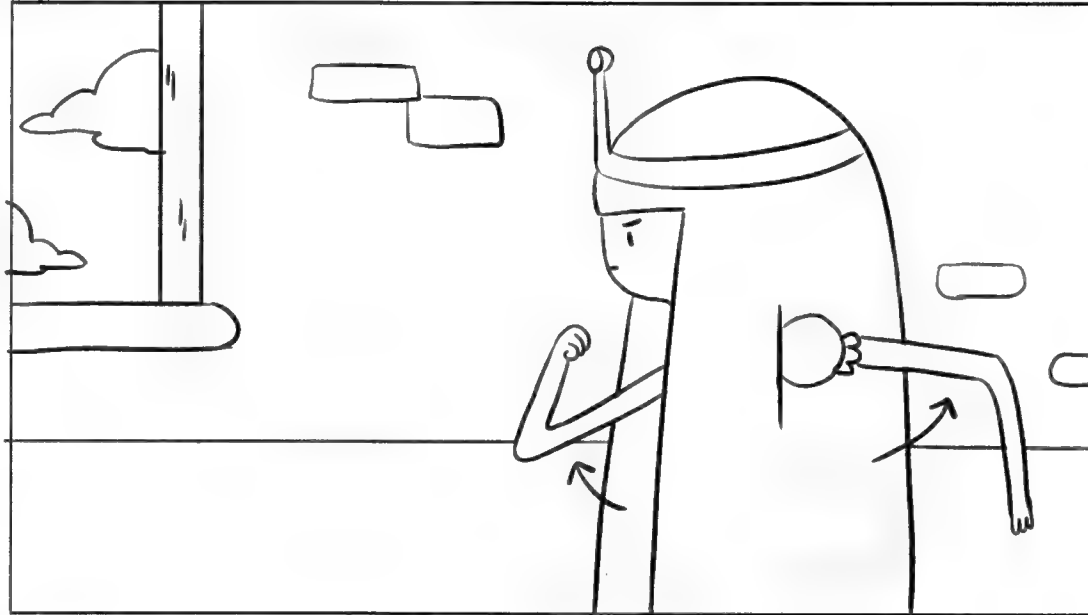
Page 106

Sc. 47

Pnl. B

Bg.

day night

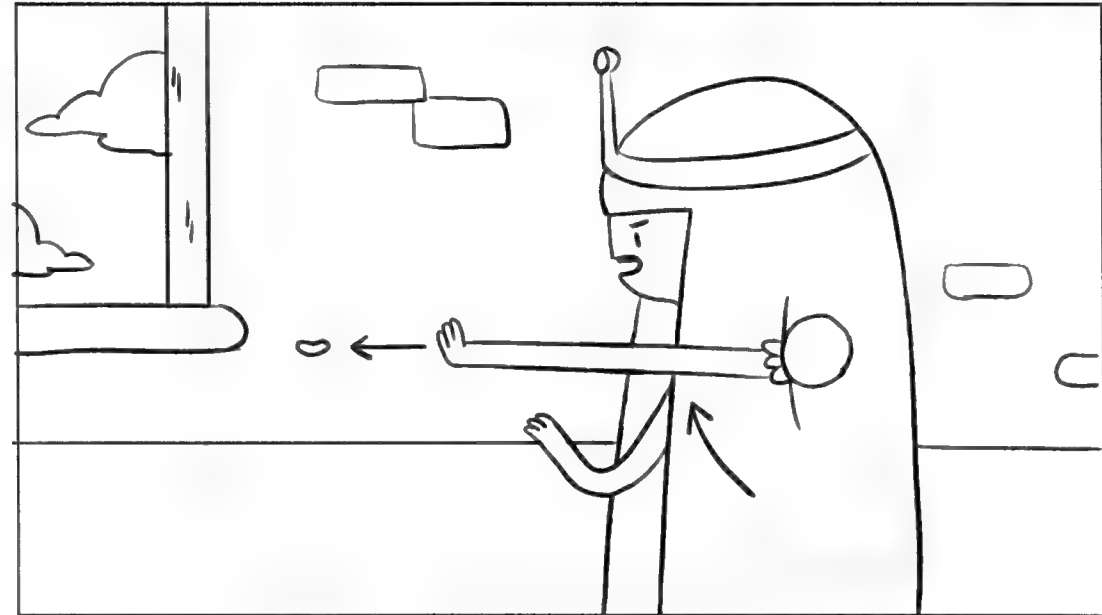


Sc. 47

Pnl. C

Bg.

day night



Dialog:

PB : POW!

Action:

- PB SHOTS JELLYBEAN.

Timing:

EPISODE #

1042-251

Production :



ADVENTURE TIME

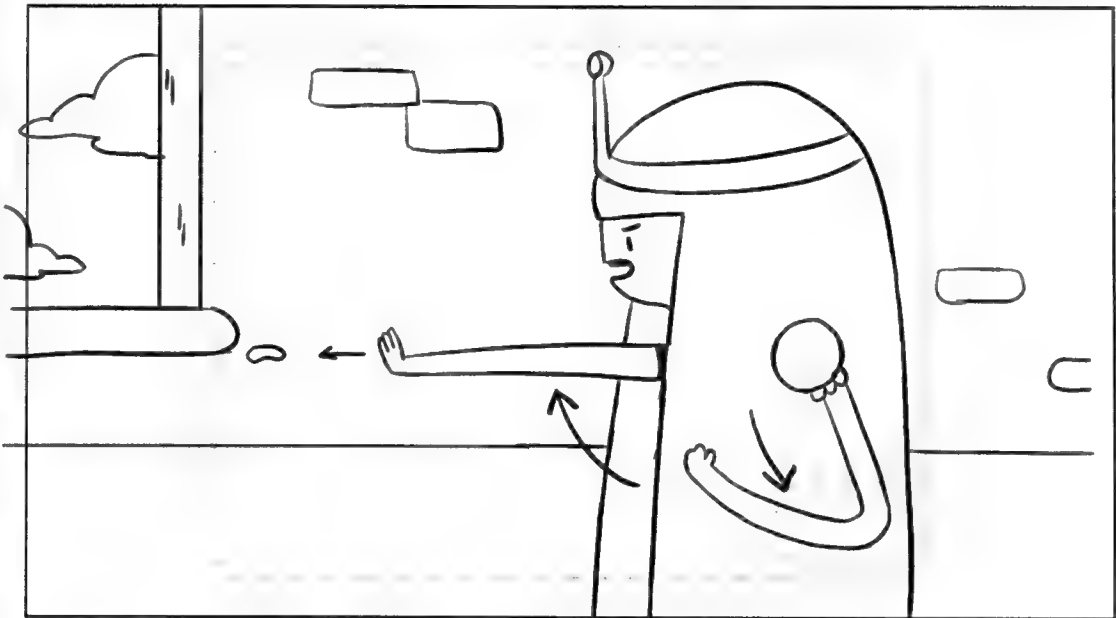


Sc. 47

Pnl. D

Bg.

day night

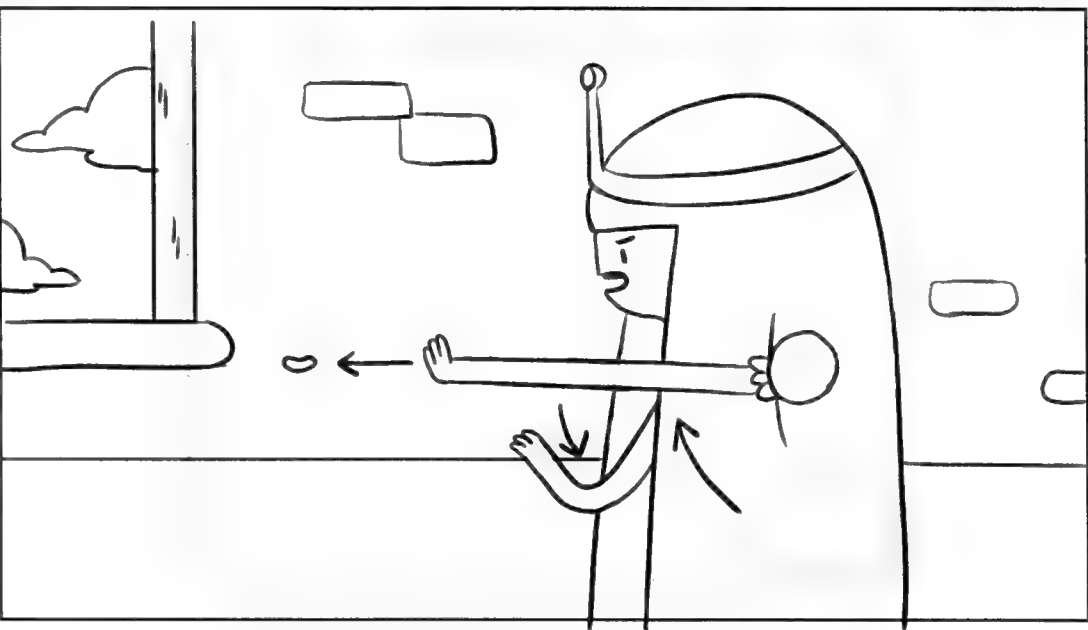


Sc. 47

Pnl. E

Bg.

day night



Dialog:

PepB: <sup>(c/s)</sup> Milk ball!  
PB: POW!

Action:

-PB SHOOTS JELLY BEAN.

Timing:

PepB: <sup>(c/s)</sup> Candy Corn!  
PB: POW!

-PB SHOOTS JELLY BEAN.

EPISODE # 1042-251

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

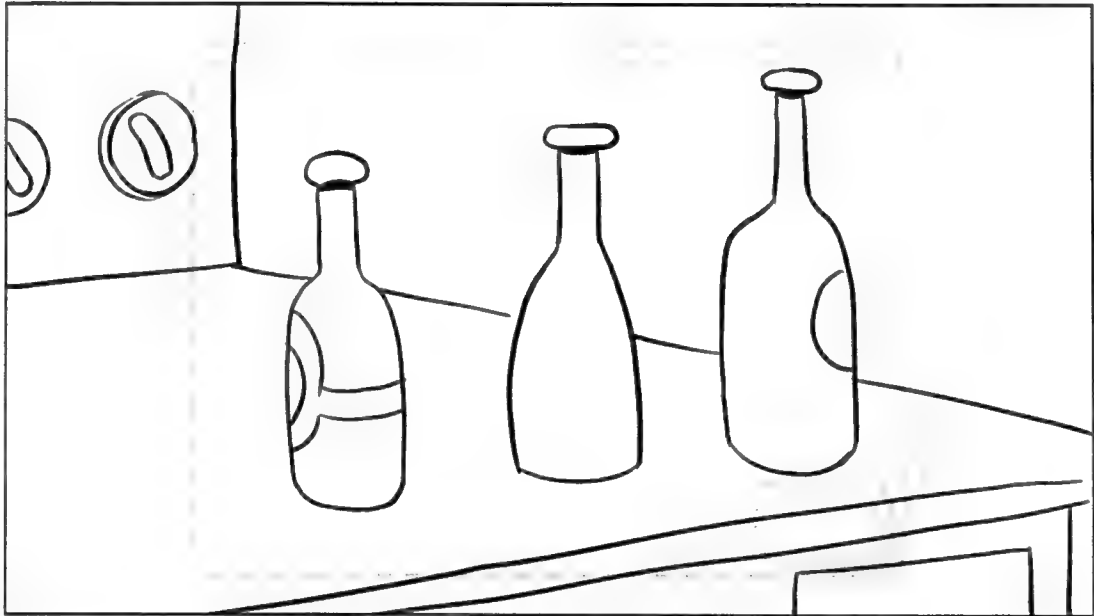


Sc. 48

Pnl. A

Bg.

day night



Sc. 48

Pnl. B

Bg.

day night



Dialog:

SFX: \*CRASH\*

Action:

- JBEAN BREAKS BOTTLE.

Timing:

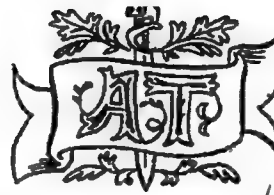
EPISODE #

Production :

042-251



# ADVENTURE TIME



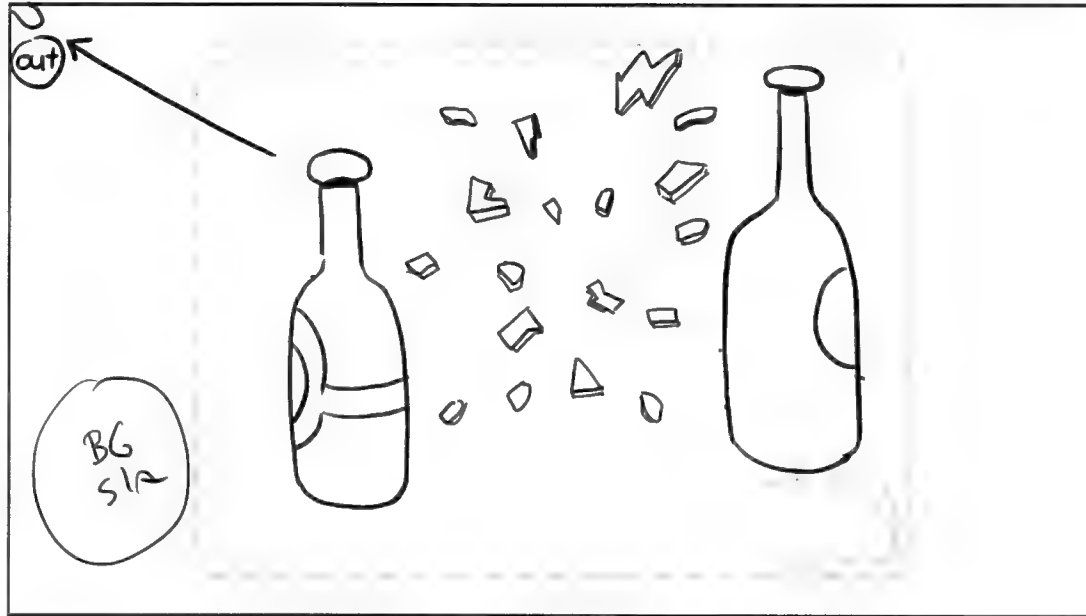
Page 109

Sc. 48

Pnl. C

Bg.

day night



Sc. 48

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1042-251

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

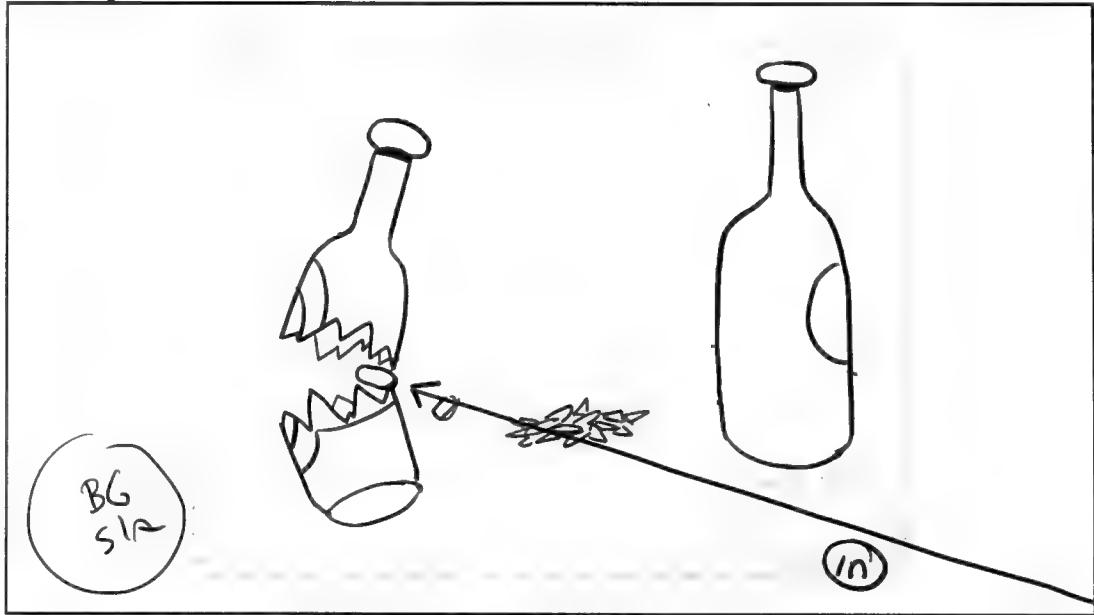


Sc. 48

Pnl. E

Bg.

day night



Sc. 48

Pnl. F

Bg.

day night



Dialog:

SFX: \*CRASH\*

Action:

- J.BEAN BREAKS 2<sup>ND</sup> BOTTLE.

Timing:

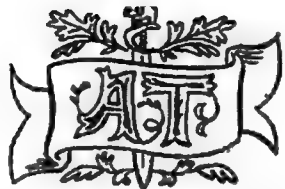
EPISODE #

Production :

042-251



ADVENTURE TIME



Sc. 48

Pnl. G

Bg.

day night

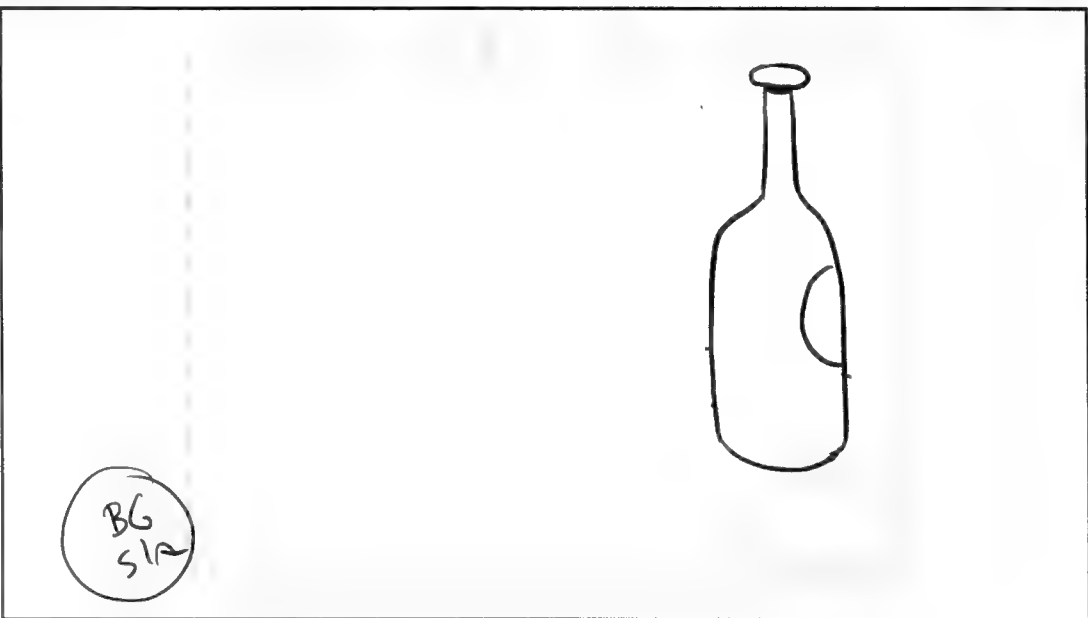


Sc. 48

Pnl. H

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1042-251



C 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

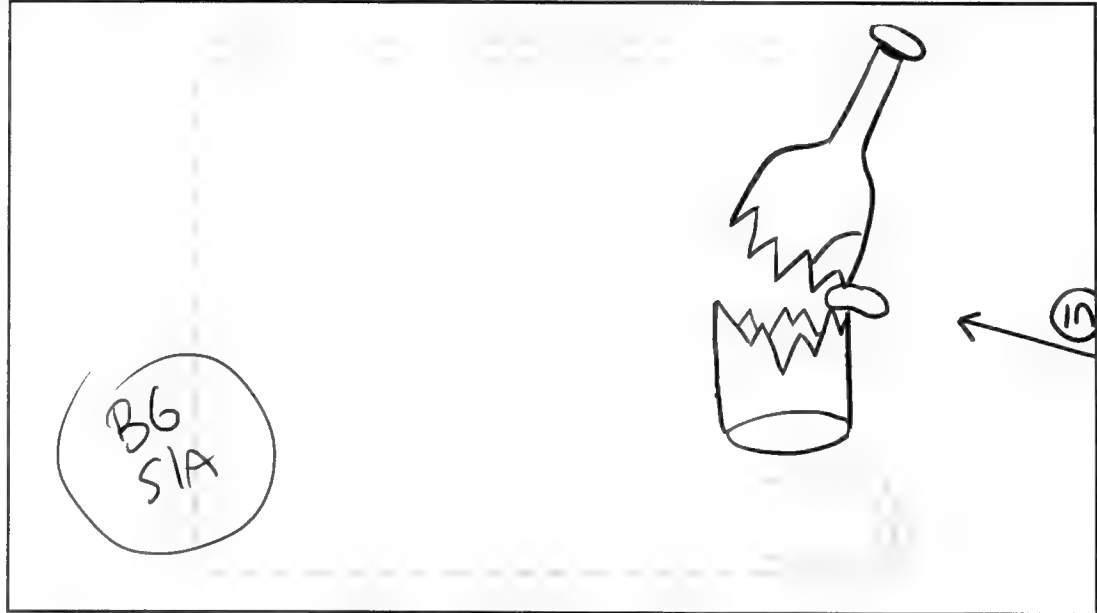


Sc. 48

Pnl. 1

Bg.

day night



Sc.

48

Pnl. J

Bg.

day night



Dialog:	Sfx : *CRASH*
Action:	- J. BEAN SHATTERS 3 <sup>RD</sup> BOTTLE.
Timing:	

EPISODE # 1042-251  
Production :



# ADVENTURE TIME



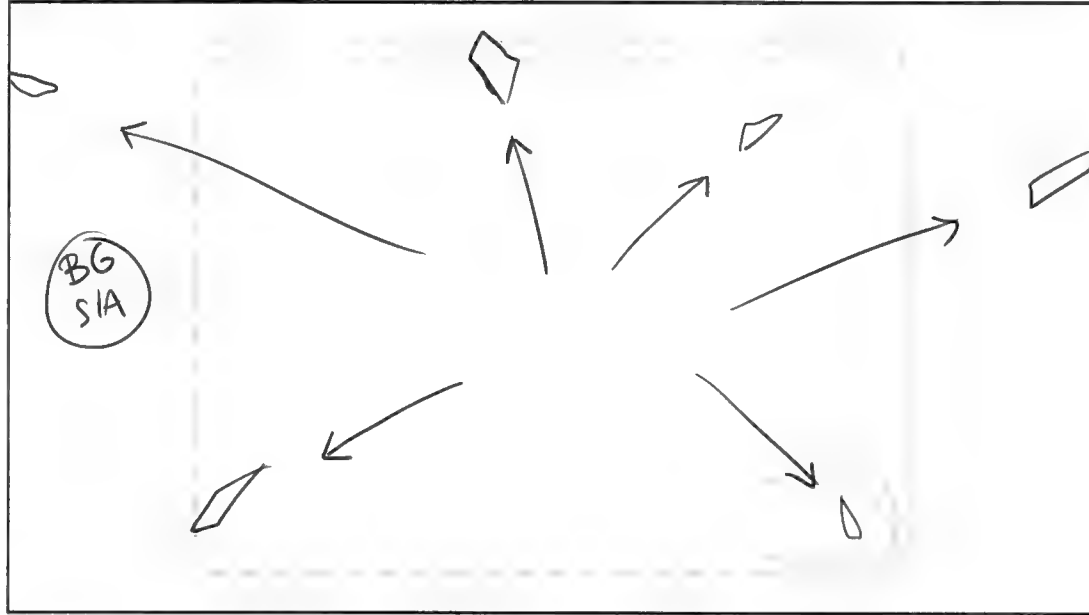
Page 113

Sc. 48

Pnl. K

Bg.

day night

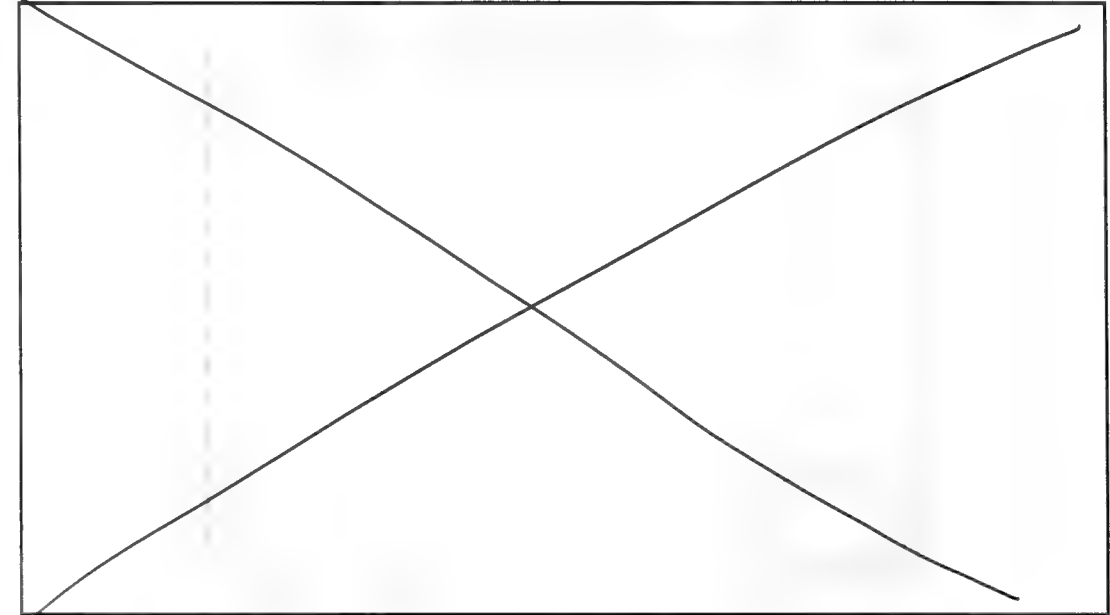


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1042-251



© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

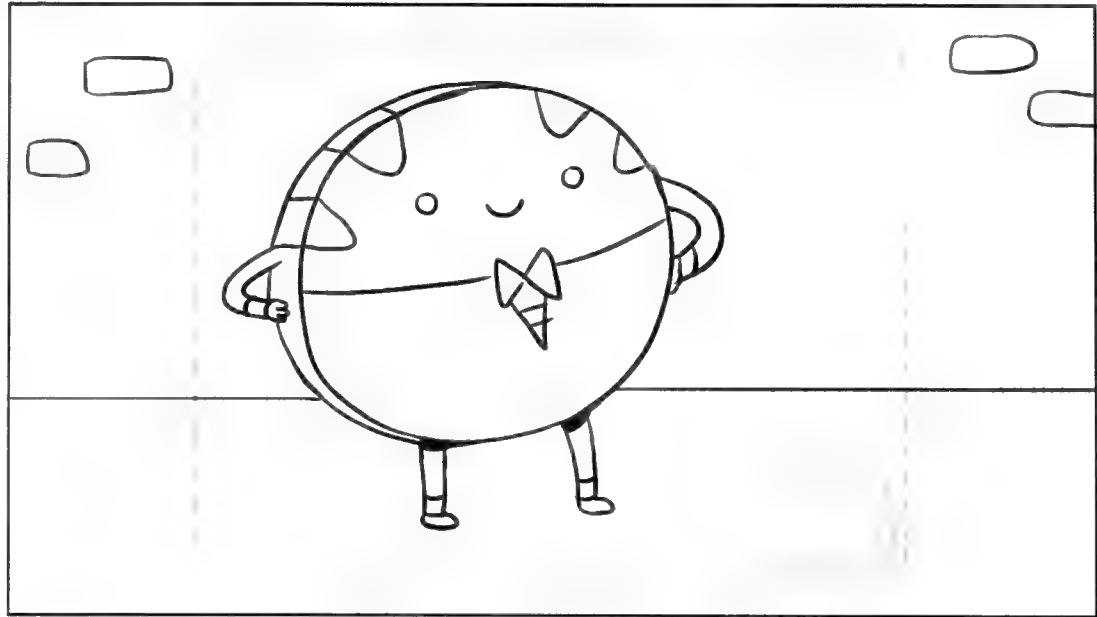


Sc. 49

Pnl. A

Bg.

day night

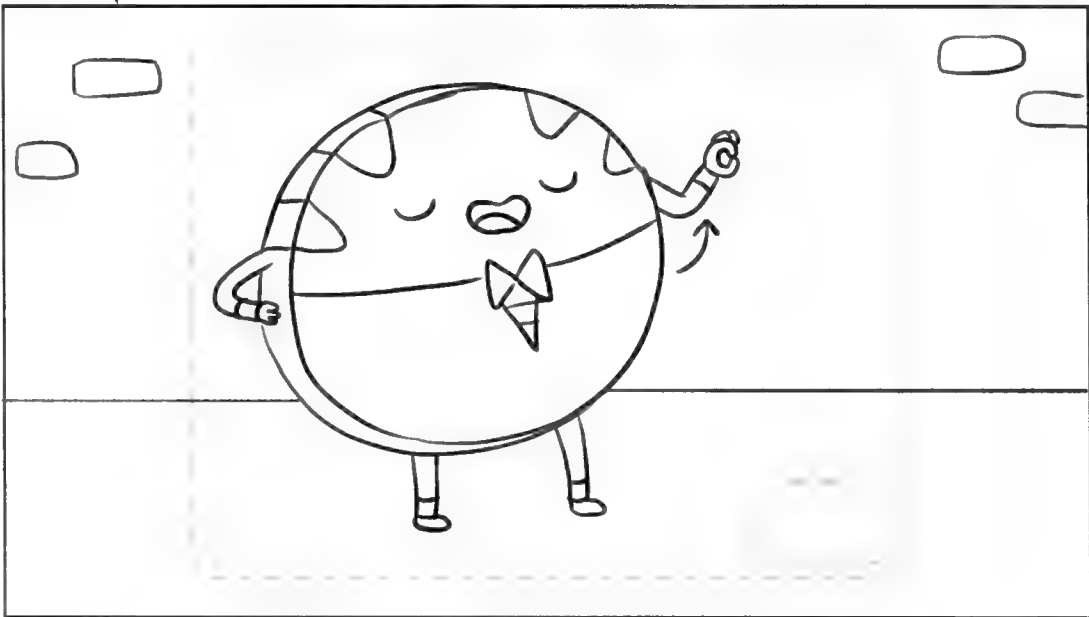


Sc. 49

Pnl. B

Bg.

day night



Dialog:

PepB: Okay, those were all jellybeans  
but still, really good.

Action:

Timing:

EPISODE #

Production :

1042-251



# ADVENTURE TIME



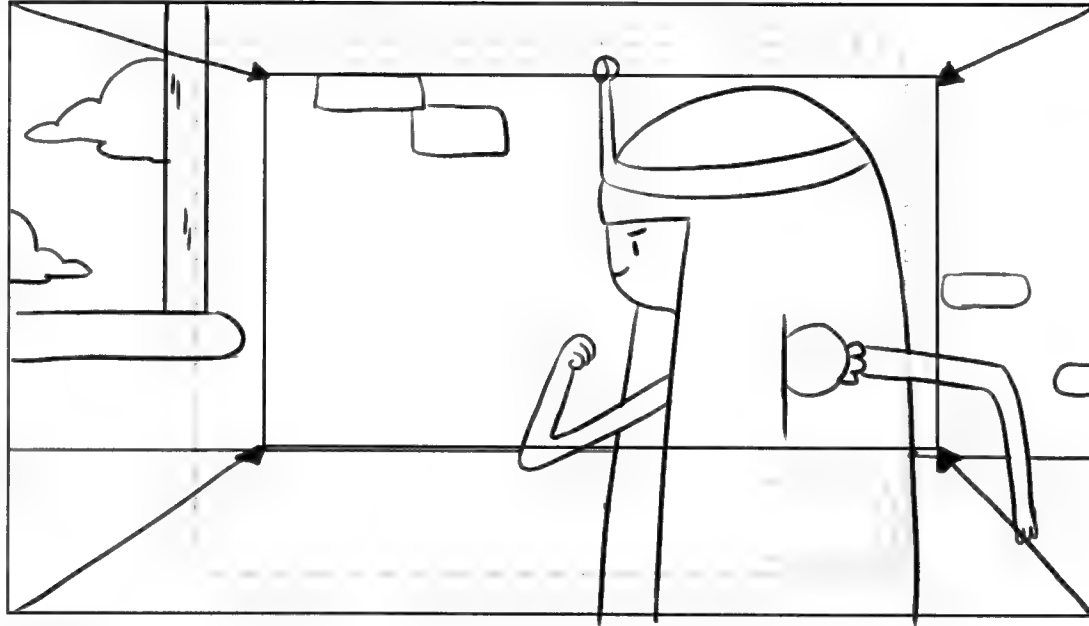
Page 115

Sc. 50

Pnl. A

Bg.

day night

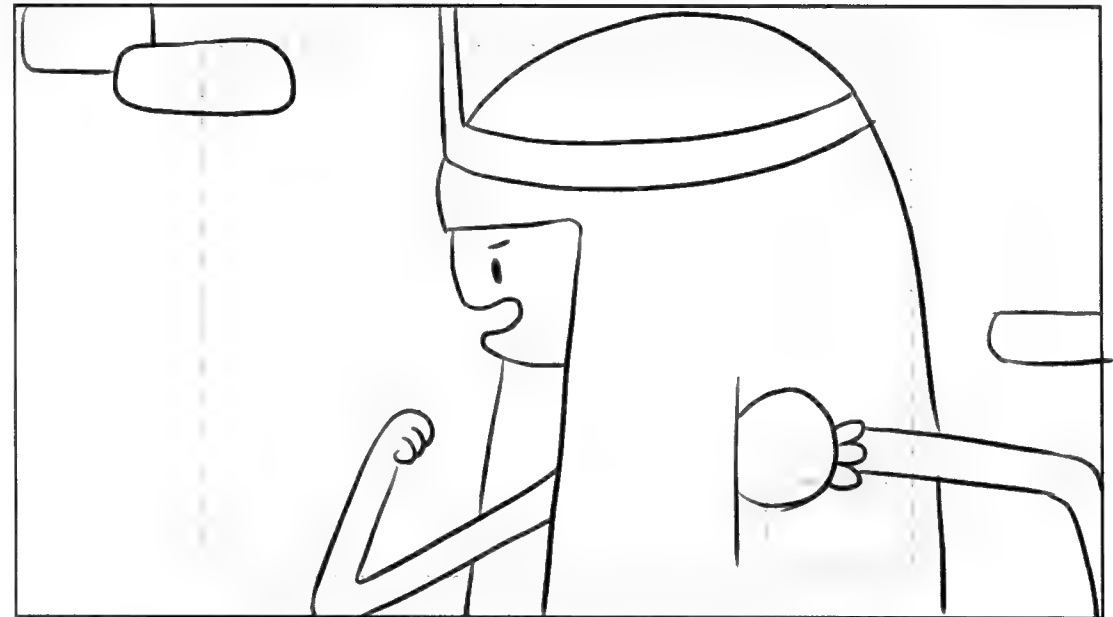


Sc. 50

Pnl. B

Bg.

day night



Dialog:

PB: Call Slime Princess!

Action:

- QUICK TRUCK IN ON PB.

Timing:

EPISODE #

Production :

042-251



# ADVENTURE TIME



Page 114

Sc. 51

Pnl. A

Bg.

day night

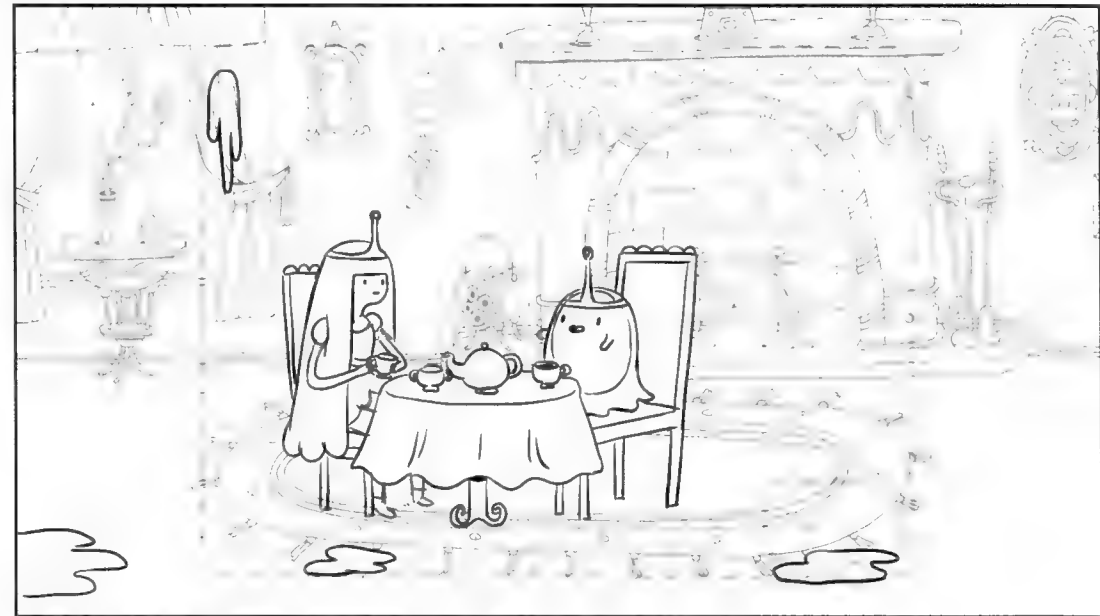


Sc. 52

Pnl. A

Bg.

day night



Dialog:

SFX: \* SPRRT - SPRRT  
SP: <sup>(o/s)</sup> HA HA HA!

SP: ... and everyone was cheering so much for me ...

Action:

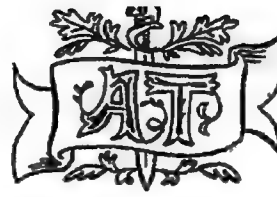
Timing:

EPISODE # 042-251

Production :



# ADVENTURE TIME



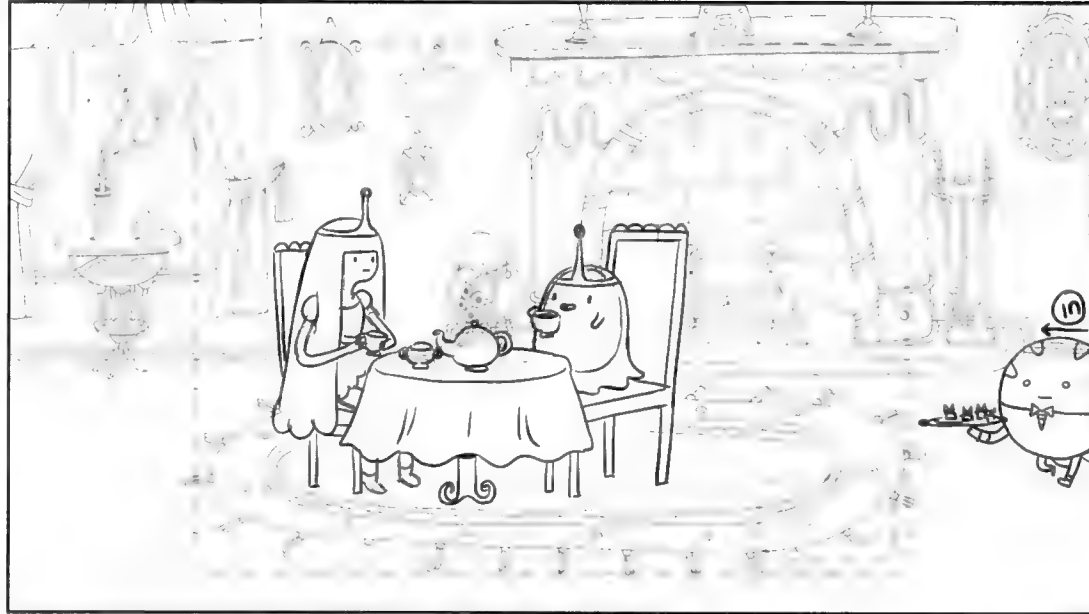
Page 117

Sc. 52

Pnl. B

Bg.

day night

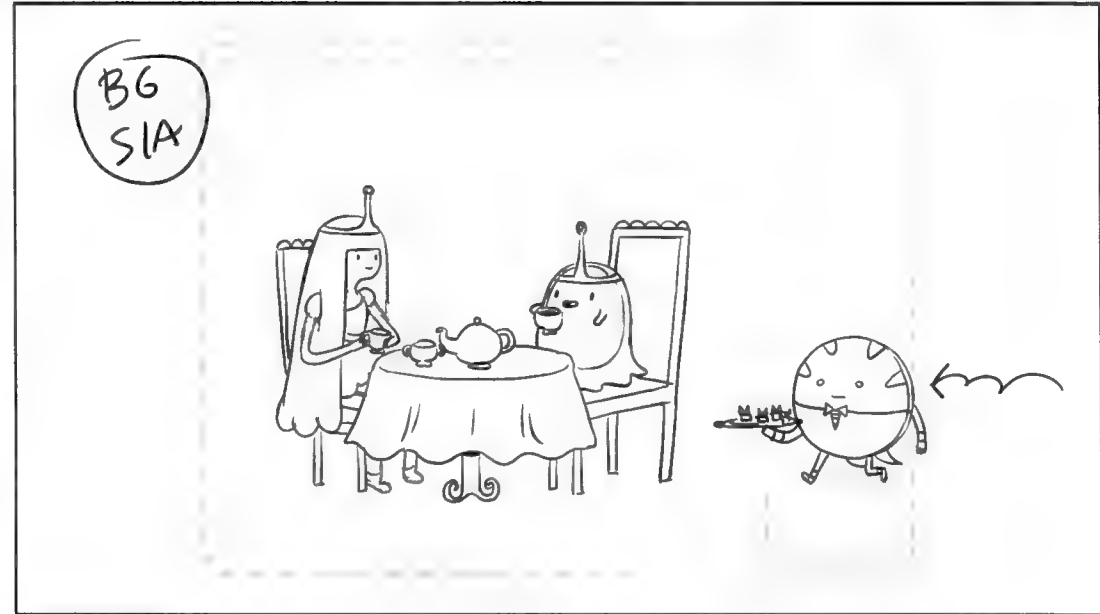


Sc. 52

Pnl. C

Bg.

day night



Dialog:

SP: I was like, 'applaud quieter' --

Action:

- PEP BUT WALKS ON/S CARRYING TRAY.

Timing:

042-251

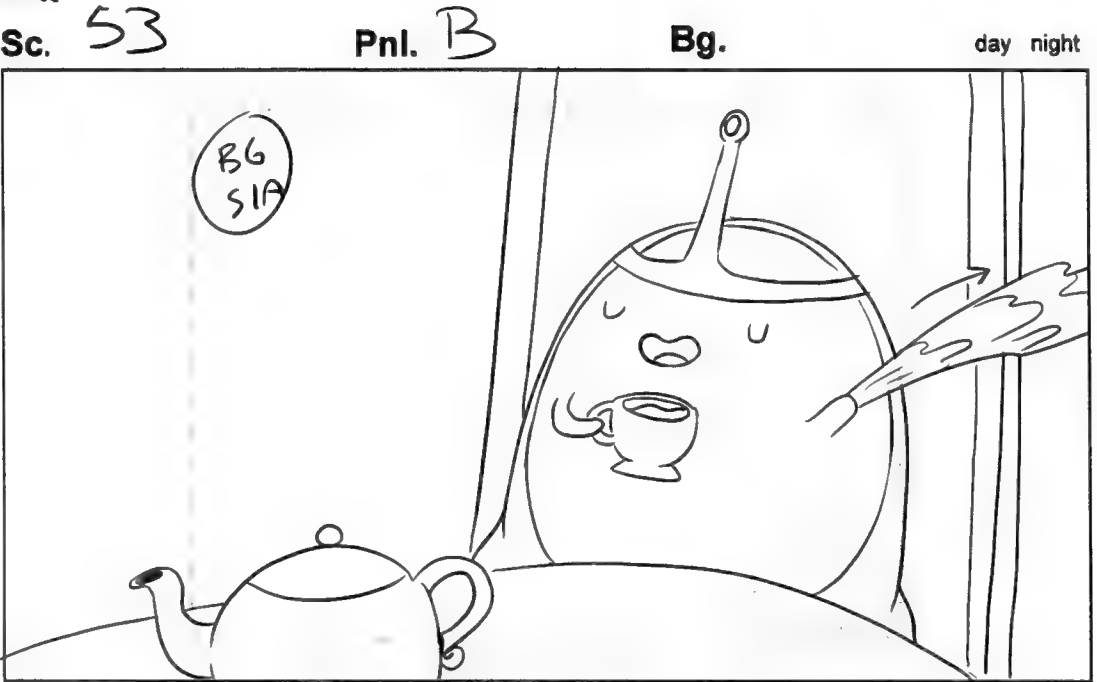
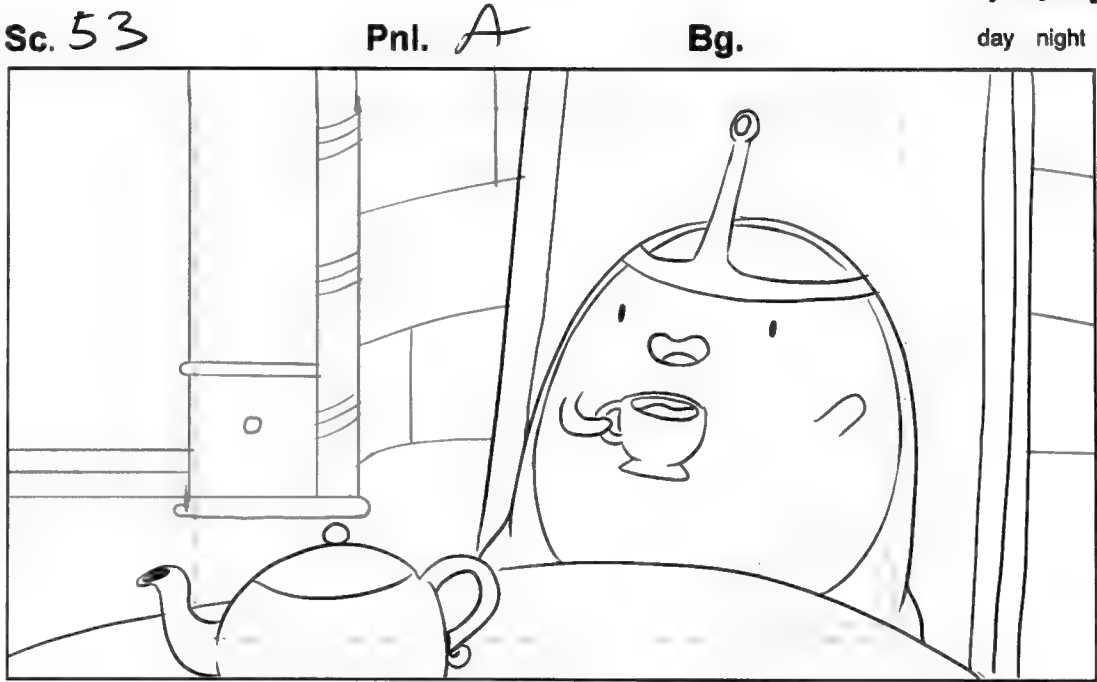
EPISODE #

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



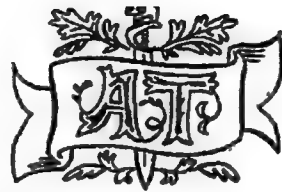
Dialog:	<p><u>SP</u> : HEH HEH HEH ...</p> <p><u>SP</u> : You kno' ?</p>
Action:	<p>-SP SHOOTS SLIME OFF/S.</p>
Timing:	

EPISODE # 1042-251  
Production :

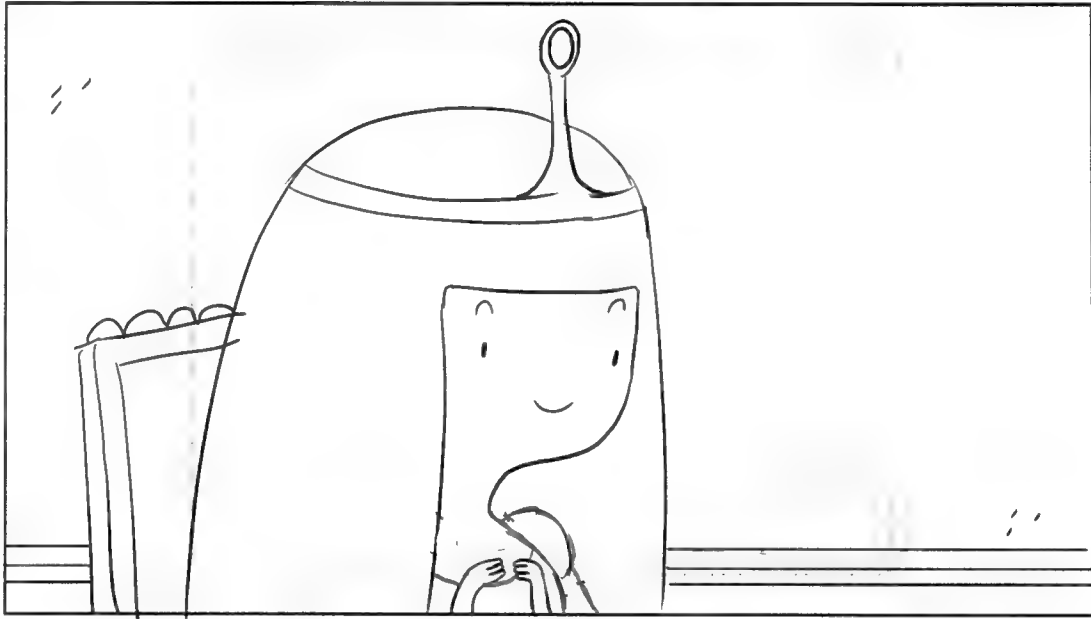


© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

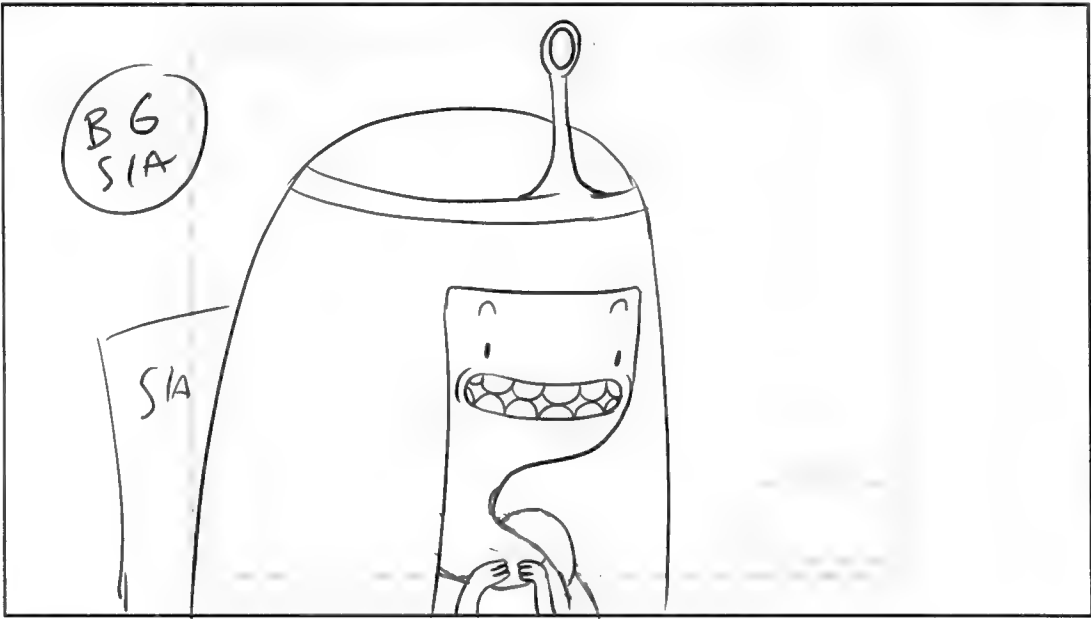
ADVENTURE TIME



Sc. 54 Pnl. A Bg. day night



Sc. 54 Pnl. B Bg. day night



Dialog:	PB: That's nice... how about some <u>sugar</u> for your tea?
Action:	
Timing:	

EPISODE #

Production :



ADVENTURE TIME

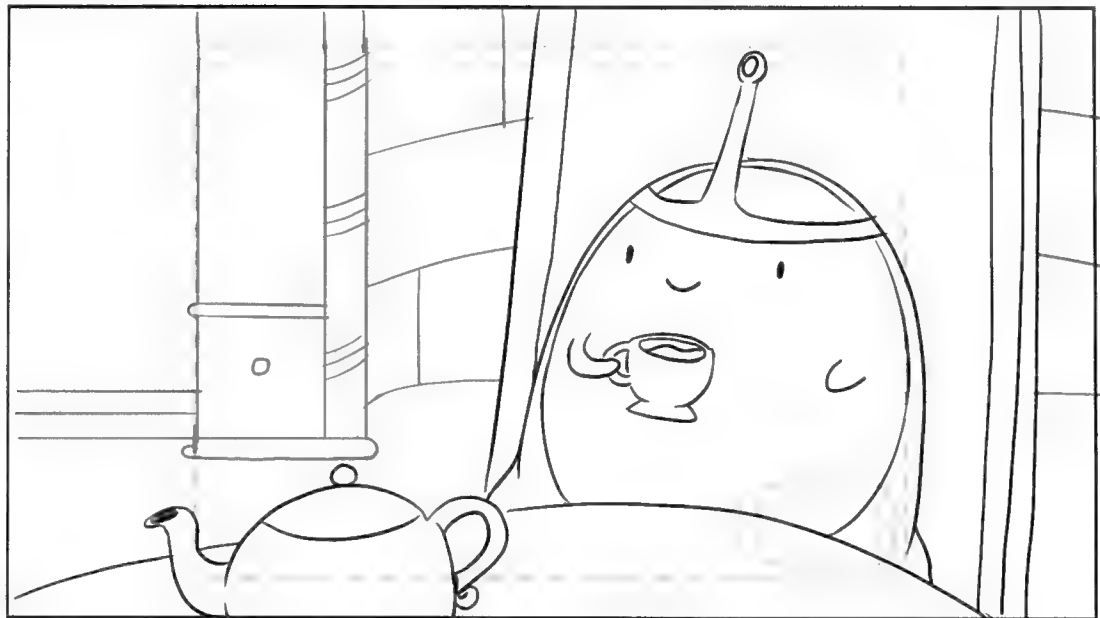


Sc. 55

Pnl. A

Bg.

day night



Sc. 55

Pnl. B

Bg.

day night



Dialog:

SP : Uh yeah, sure!

Action:

Timing:

EPISODE #

Production :

042-251



# ADVENTURE TIME



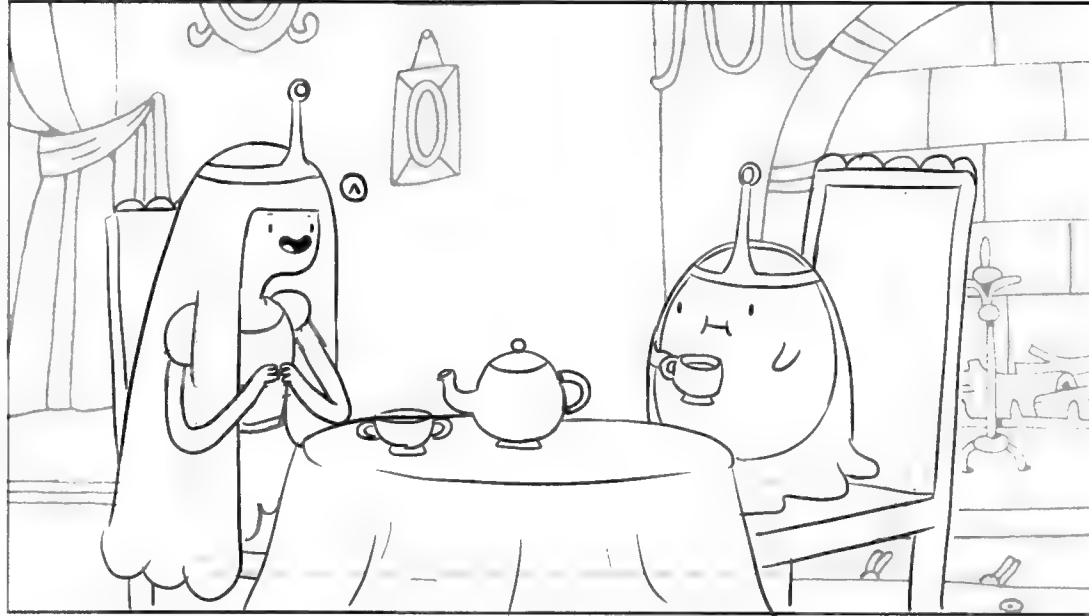
Page 121

Sc. 56

Pnl. A

Bg.

day night

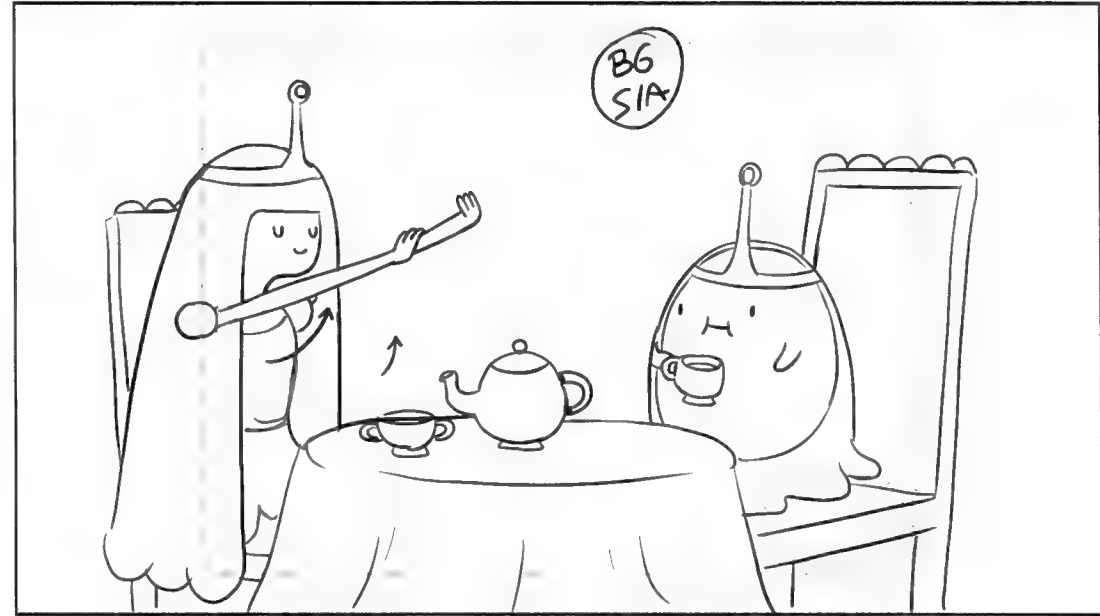


Sc. 56

Pnl. B

Bg.

day night



Dialog: PB: ALLOW ME!

Action:

Timing:



1042-251

EPISODE #

Production :



# ADVENTURE TIME



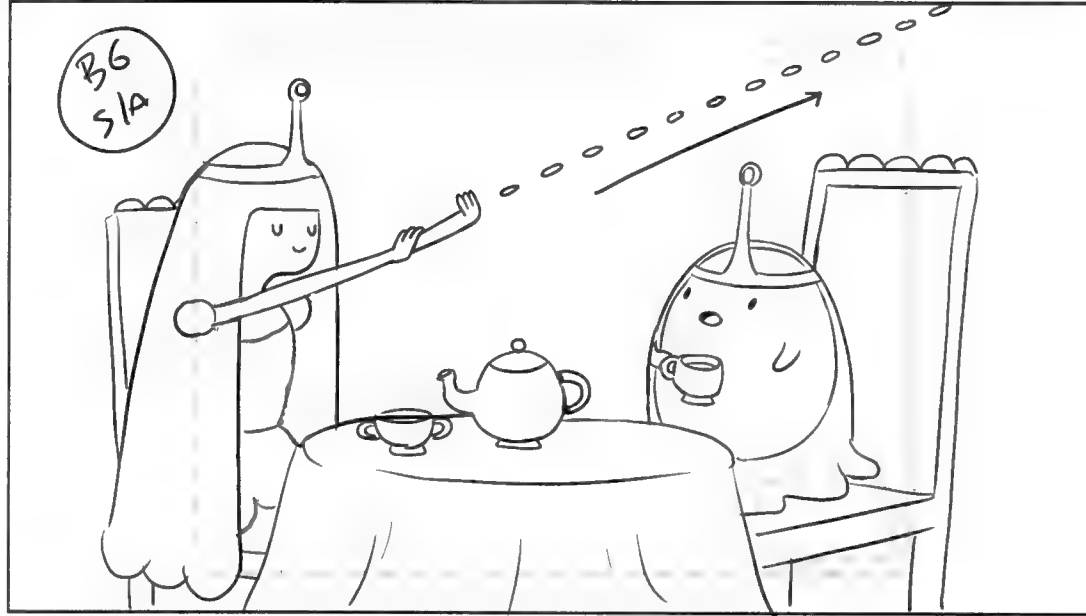
Page 122

Sc. 56

Pnl. C

Bg.

day night

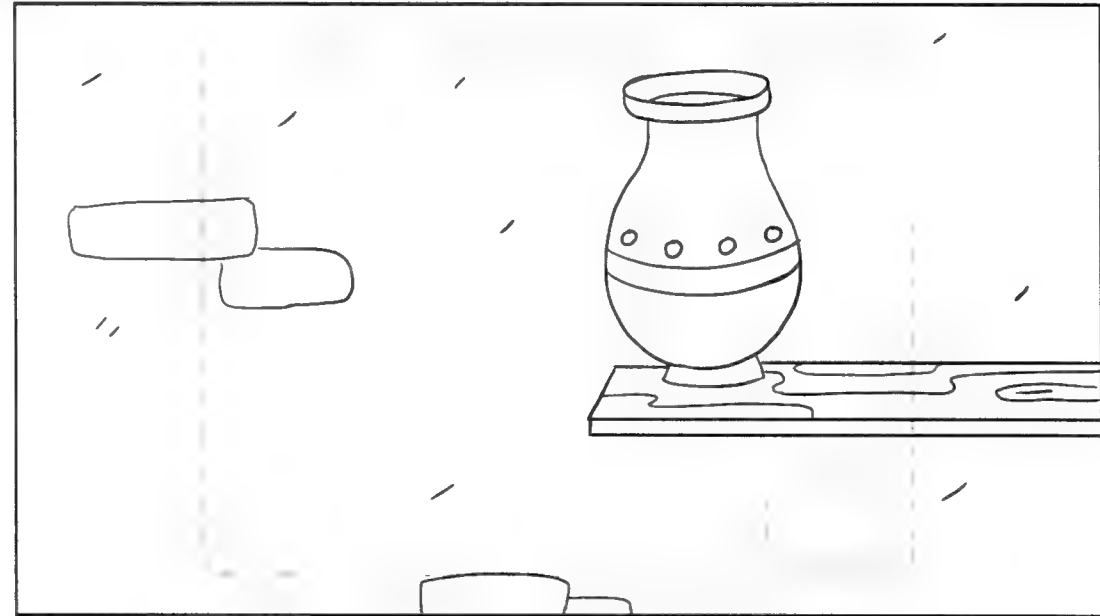


Sc. 57

Pnl. A

Bg.

day night



Dialog:

SFX: \*PLBBBT\*

Action:

- PB SHOTS A STEADY STREAM OF JELLYBEANS FROM LEFT PALM.

Timing:

EPISODE #

1042-251

Production :



# ADVENTURE TIME



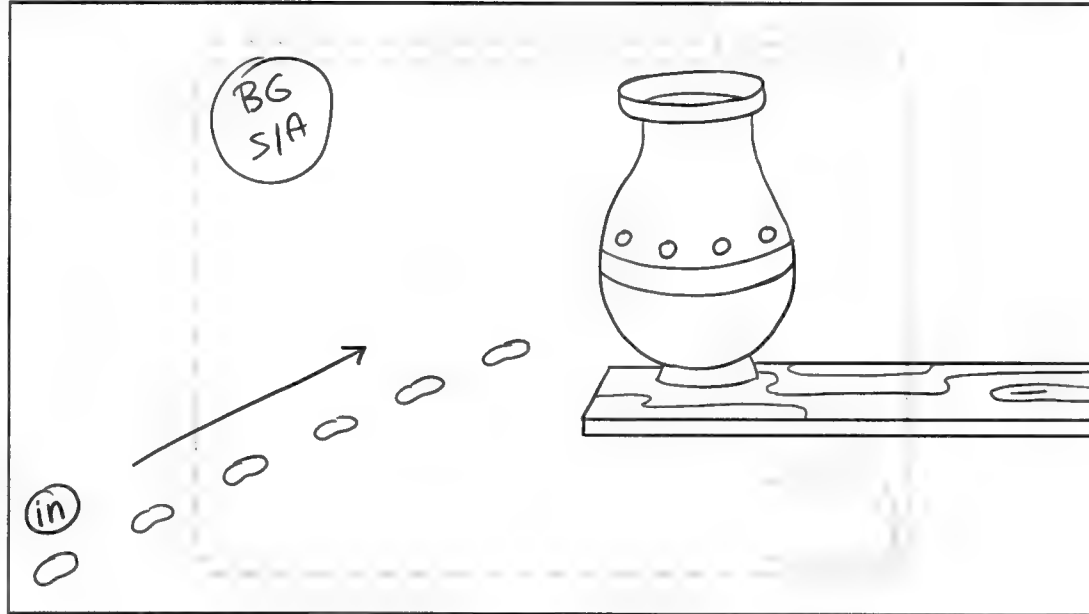
Page 123

Sc. 57

Pnl. B

Bg.

day night

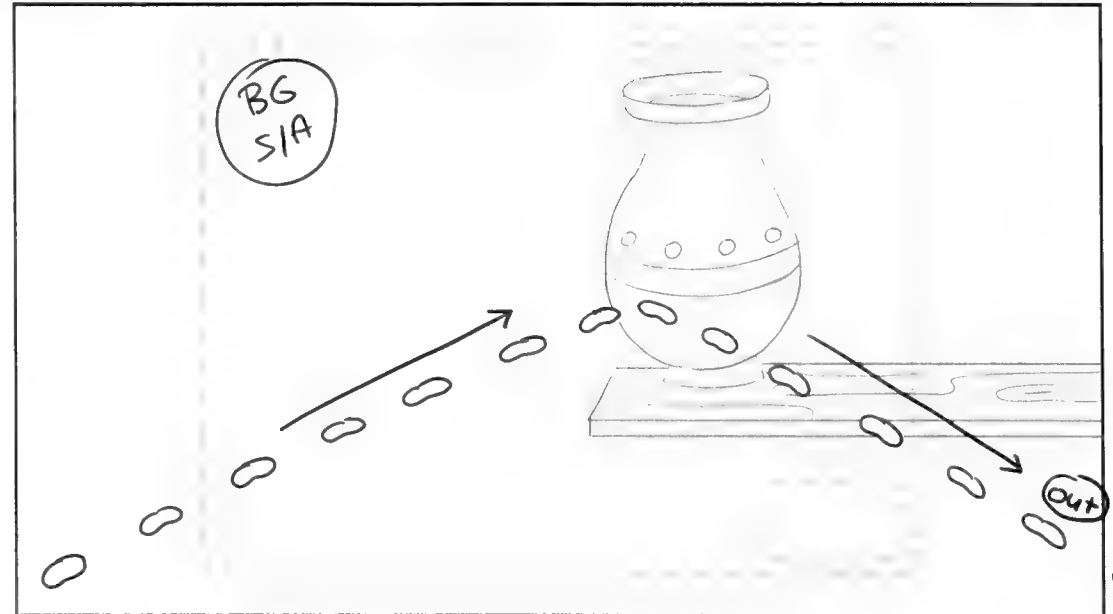


Sc. 57

Pnl. C

Bg.

day night



Dialog:

Action:

- J. BEANS RICOCHET OFF OF VASE.

Timing:

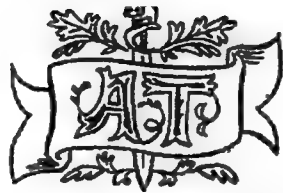
EPISODE #

Production :

1142-251



ADVENTURE TIME

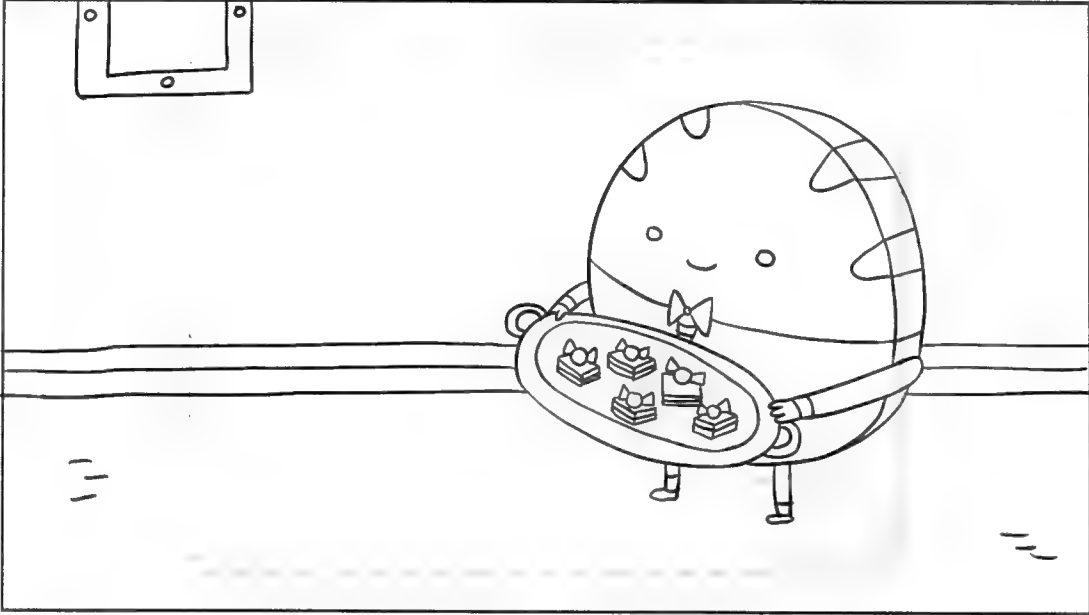


Sc. 58

Pnl. A

Bg.

day night

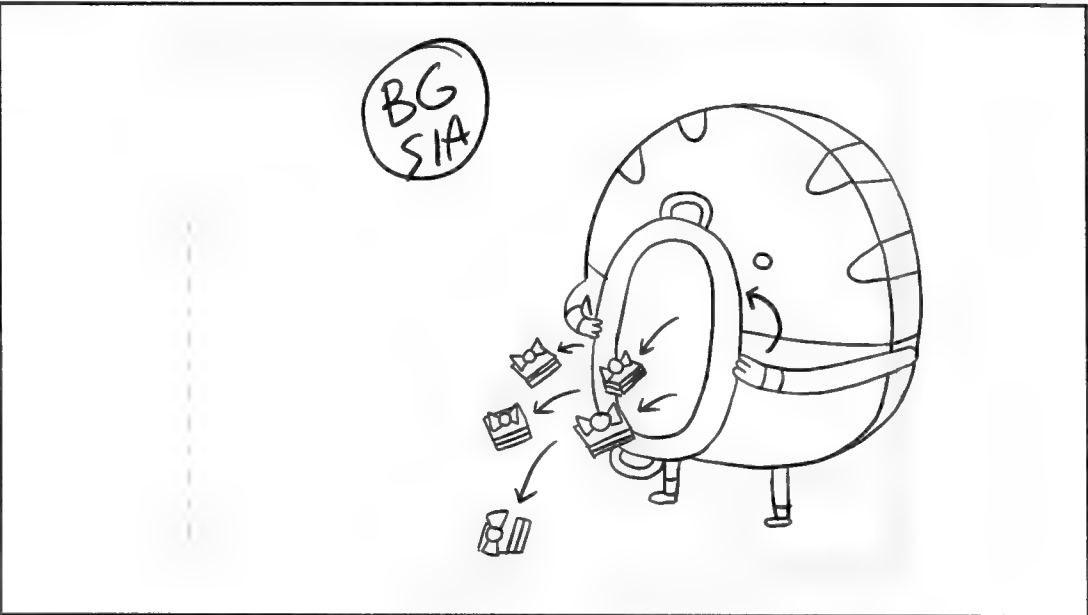


Sc. 58

Pnl. B

Bg.

day night



Dialog:

Action:

- PEP BUT FLIPS UP TRAY.

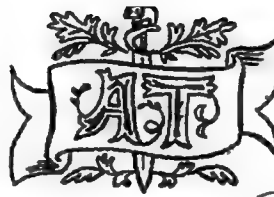
Timing:

1042-251  
EPISODE #

Production :



# ADVENTURE TIME



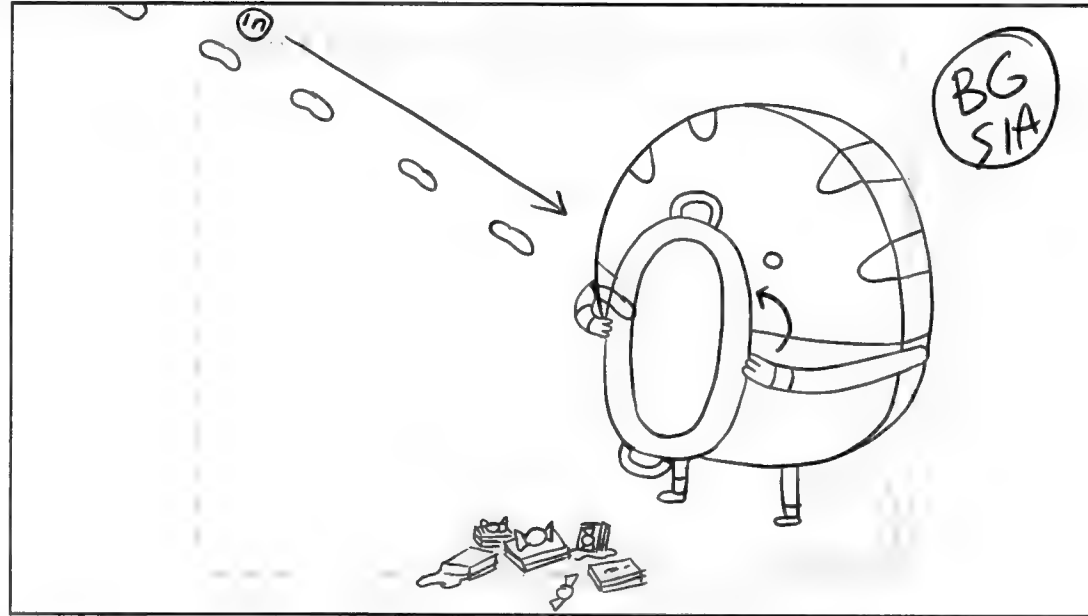
Page 125

Sc. 58

Pnl. C

Bg.

day night

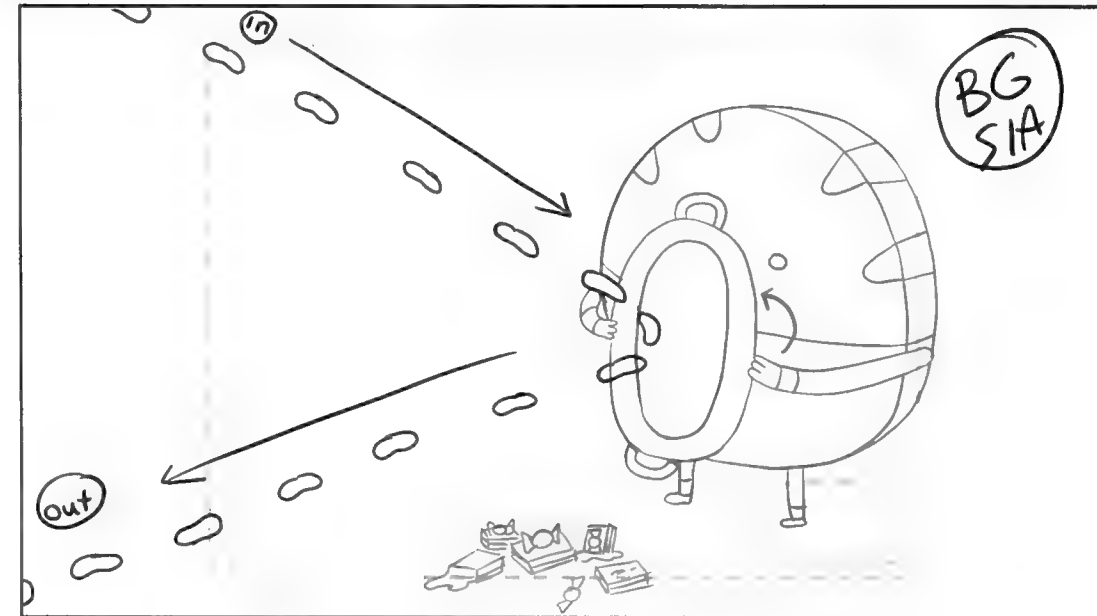


Sc. 58

Pnl. D

Bg.

day night



Dialog:

Action:

-HORS D'OEUVRES FALL TO GROUND.

-J. BEANS RICOCHET OFF OF TRAY.

Timing:

1042-251

EPISODE #

Production :



© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

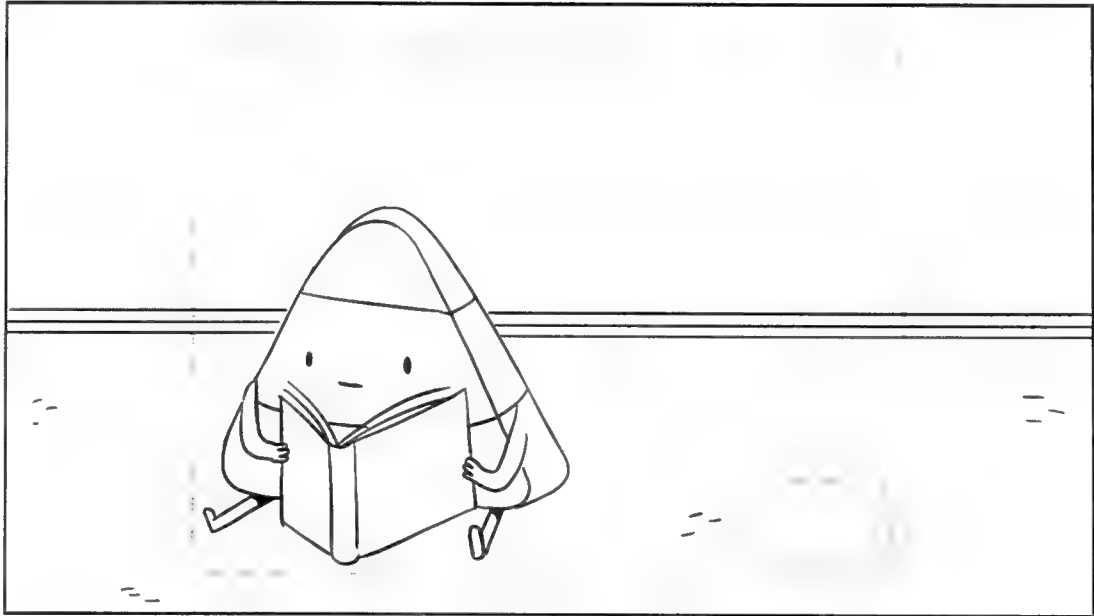


Sc. 59

Pnl. A

Bg.

day night

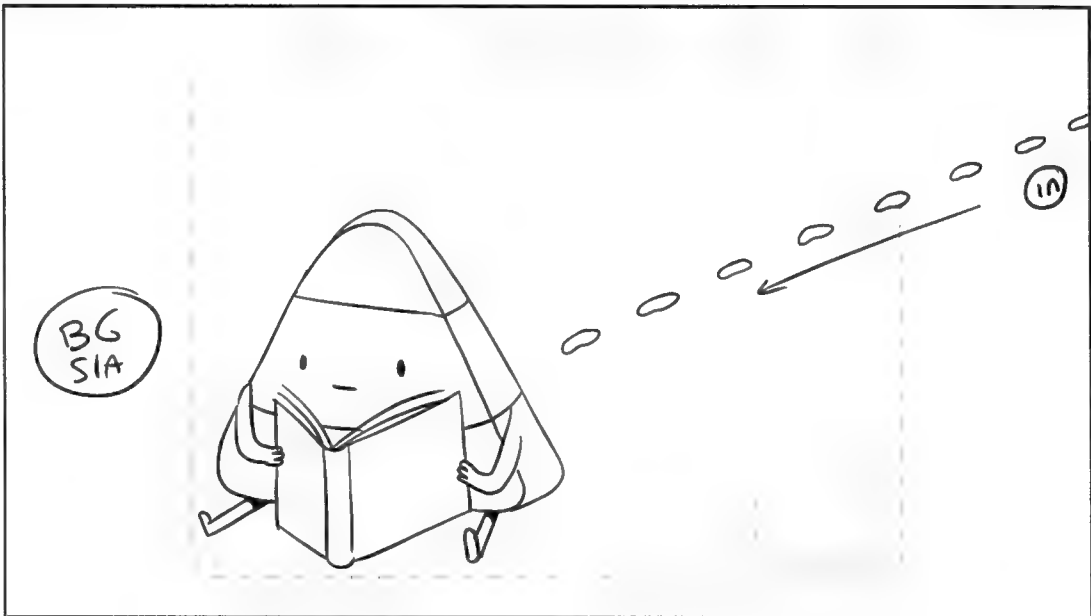


Sc. 59

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

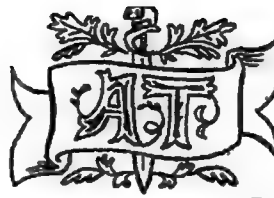
EPISODE #

Production :

1142-251



# ADVENTURE TIME



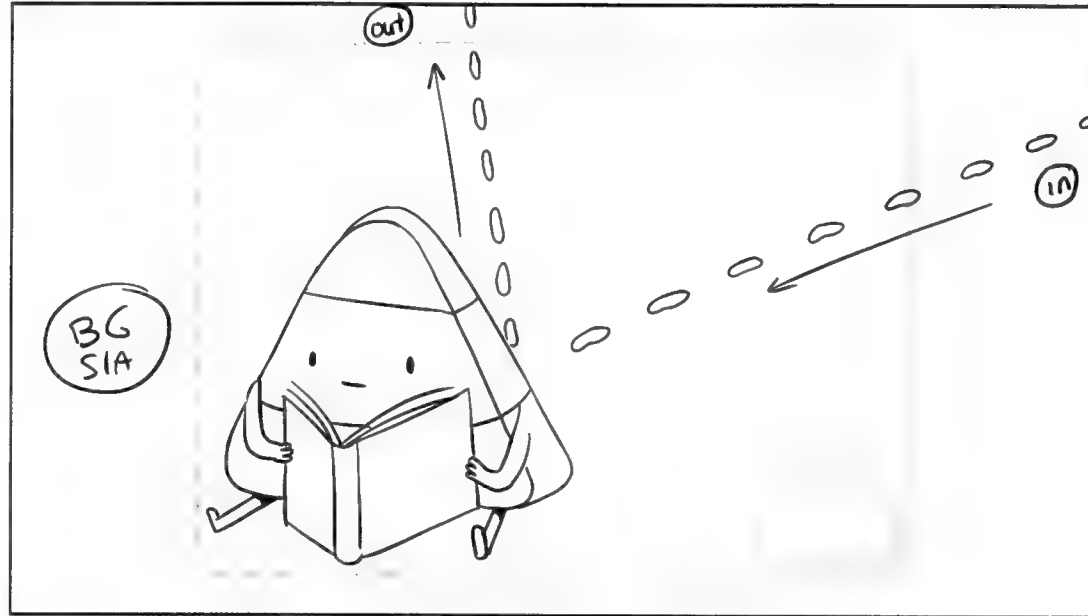
Page 127

Sc. 59

Pnl. C

Bg.

day night

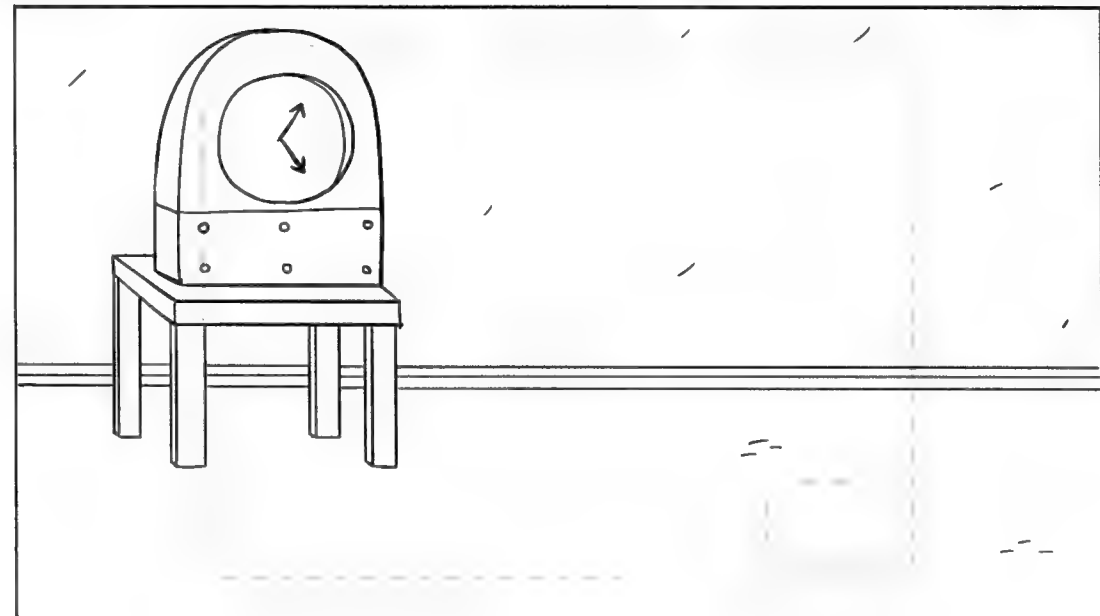


Sc. 60

Pnl. A

Bg.

day night



Dialog:

Action:

-JELLYBEANS RICOCHET OFF OF  
TRIANGULAR CANDY PERSON.

Timing:

EPISODE # 1042-250

Production :





# ADVENTURE TIME

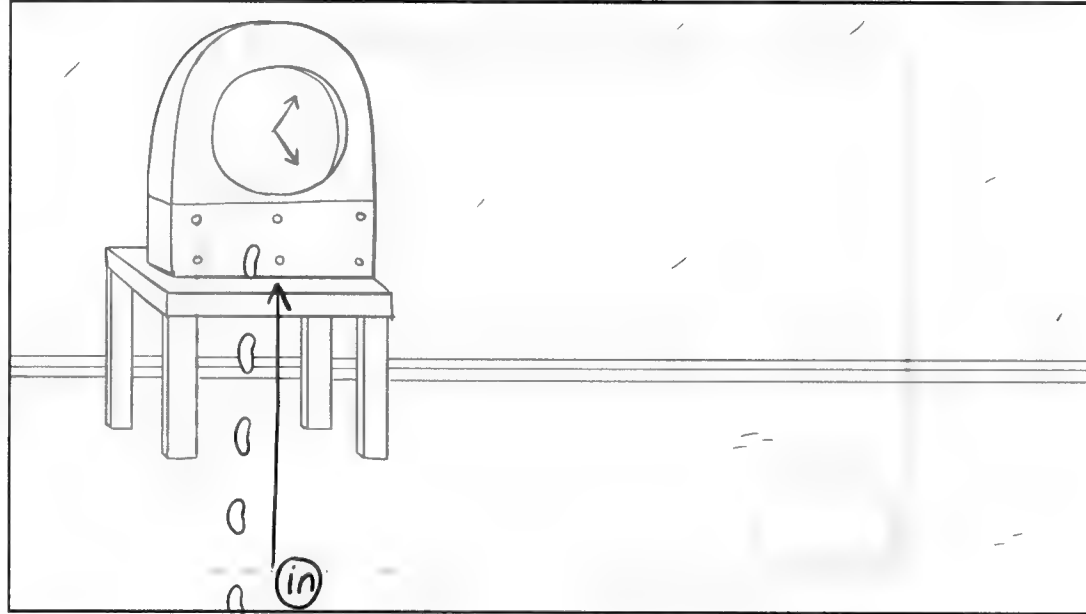
Page 128

Sc. 60

Pnl. B

Bg.

day night

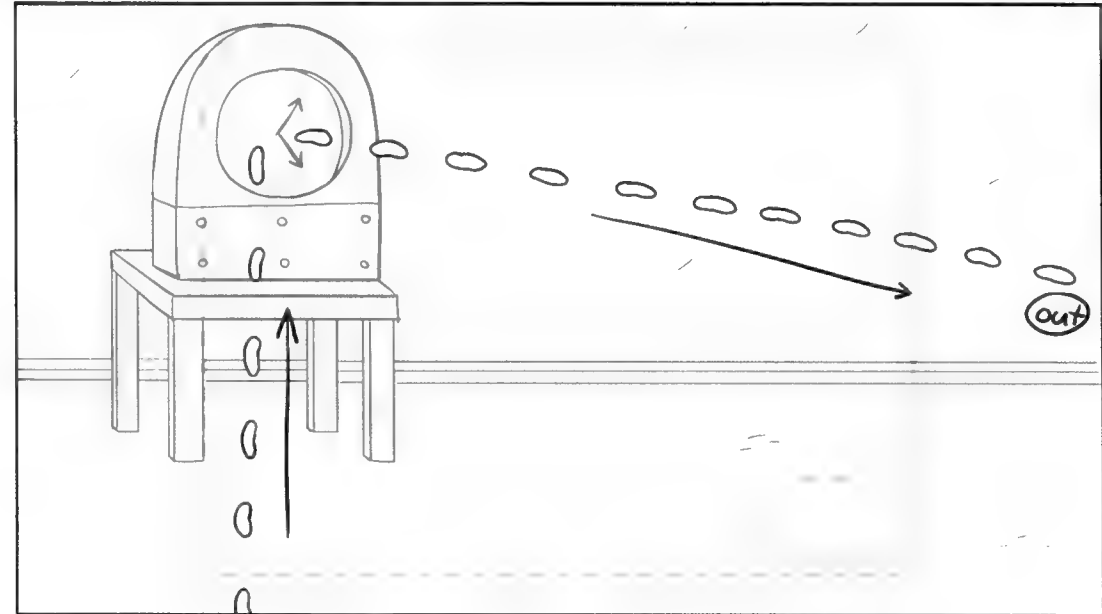


Sc. 60

Pnl. C

Bg.

day night



Dialog:

Action:

- JELLY BEANS RICOCHET OFF OF CLOCK.

Timing:

1042-251

EPISODE #

Production :



# ADVENTURE TIME



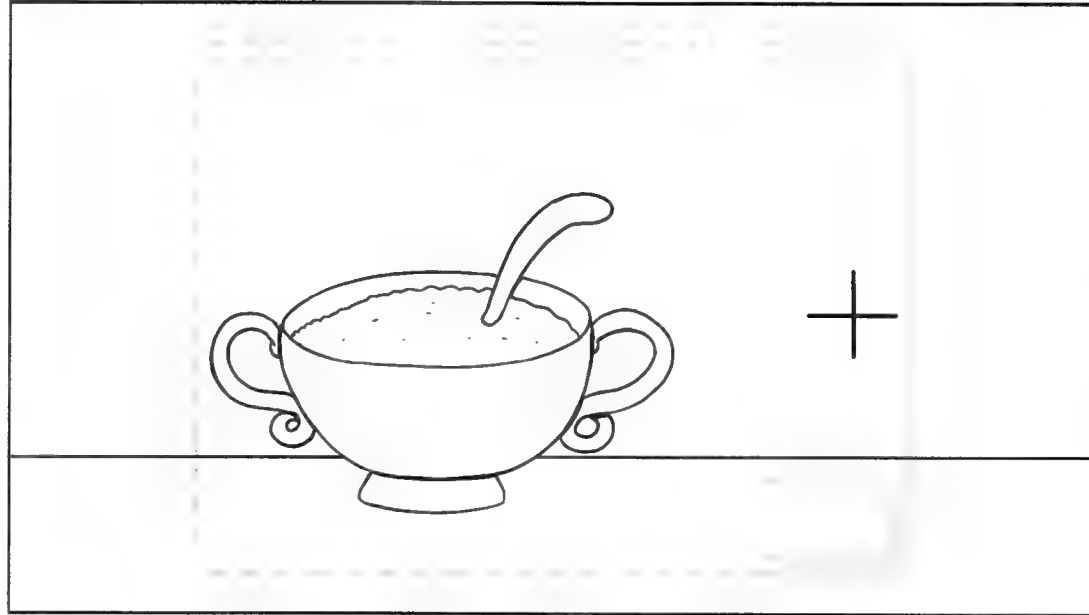
Page 129

Sc. 61

Pnl. A

Bg.

day night

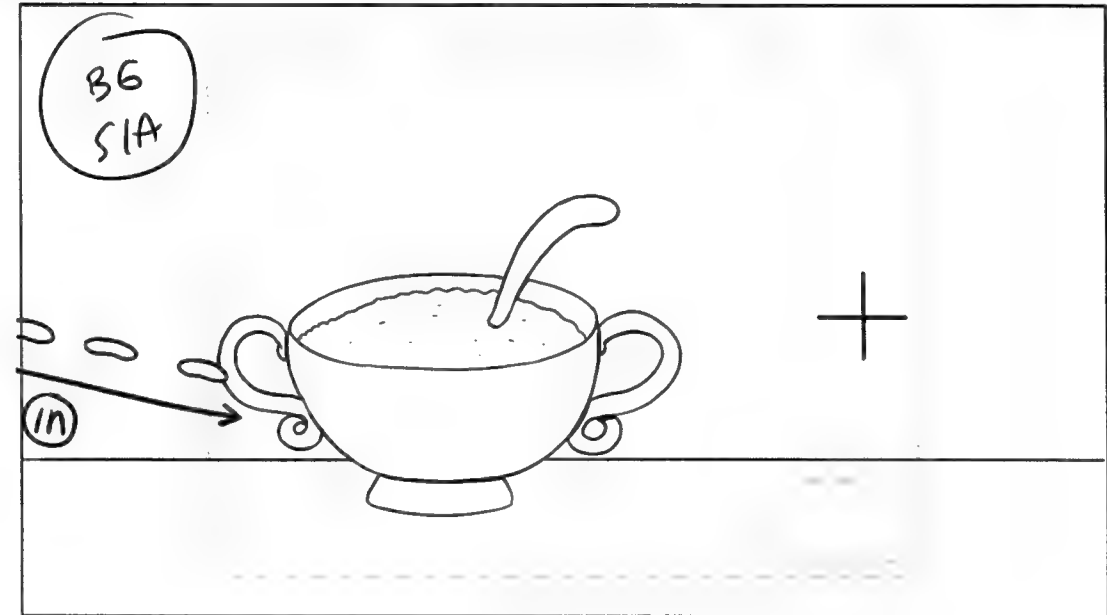


Sc. 61

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1042-250



ADVENTURE TIME

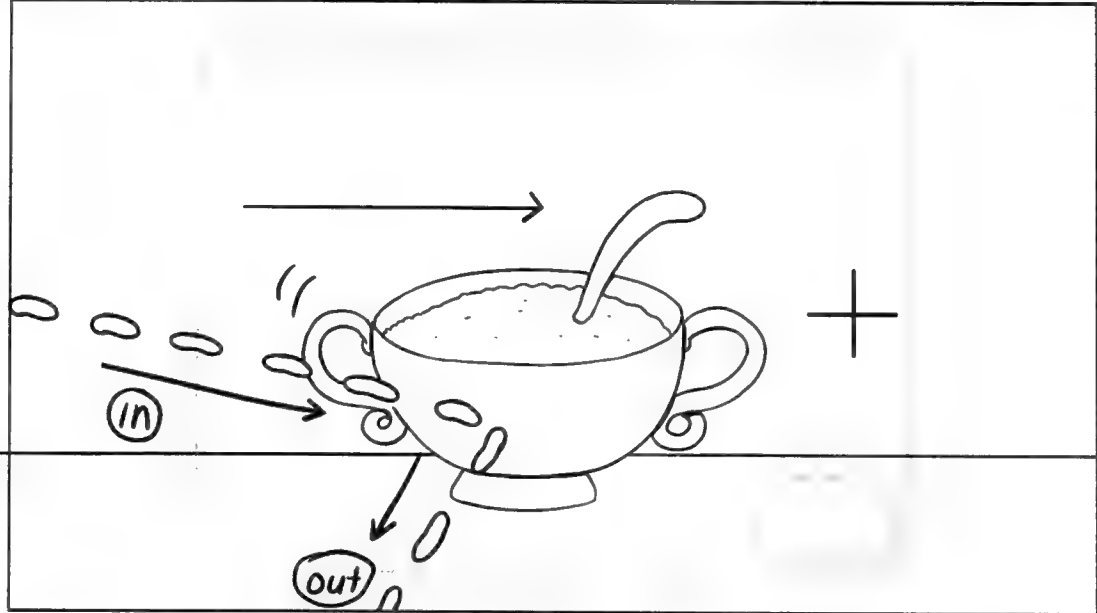


Sc. 61

Pnl. C

Bg.

day night



Sc. 62

Pnl. A

Bg.

day night



Dialog:

SFX: \* FT-FT-FT-FT- FT-FT-FT-FT - FT . FT- FT \*

Action:

- Sugar bowl moves slowly across the table

Timing:

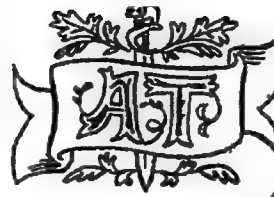
1042-251

EPISODE #

Production :



# ADVENTURE TIME



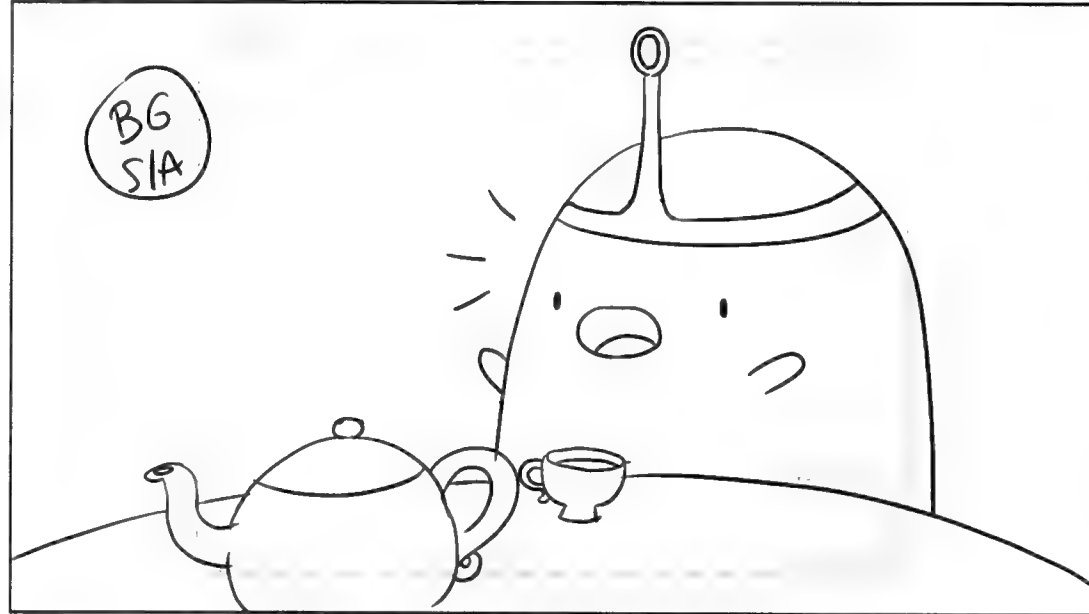
Page 131

Sc. 62

Pnl. B

Bg.

day night

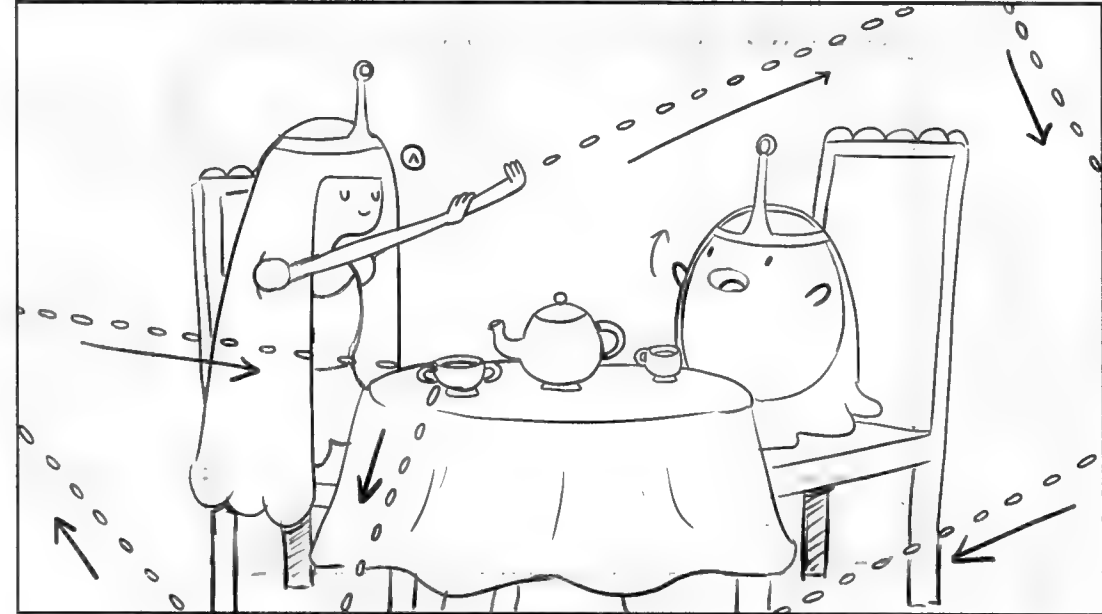


Sc. 63

Pnl. A

Bg.

day night



Dialog:

SP: By the beard of Elder Plops!

Action:

- JELLY BEAN STREAMS CONTINUE.

Timing:

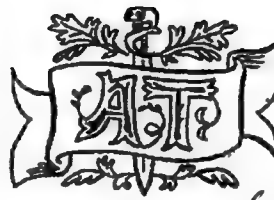
1042-251

EPISODE #

Production :



# ADVENTURE TIME



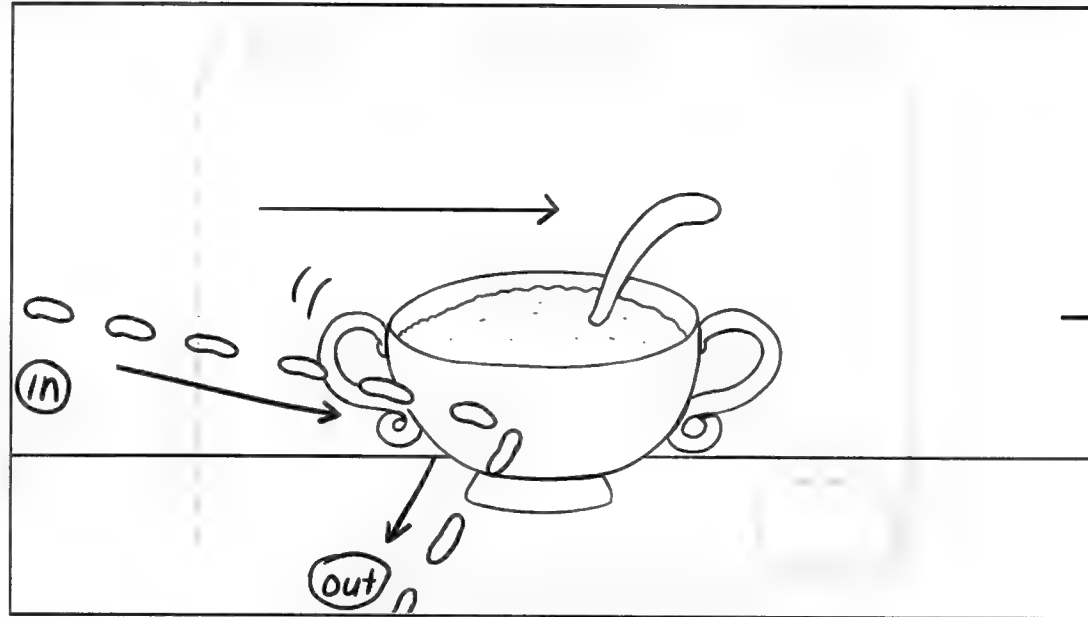
Page 132

Sc. 64

Pnl. A

Bg.

day night

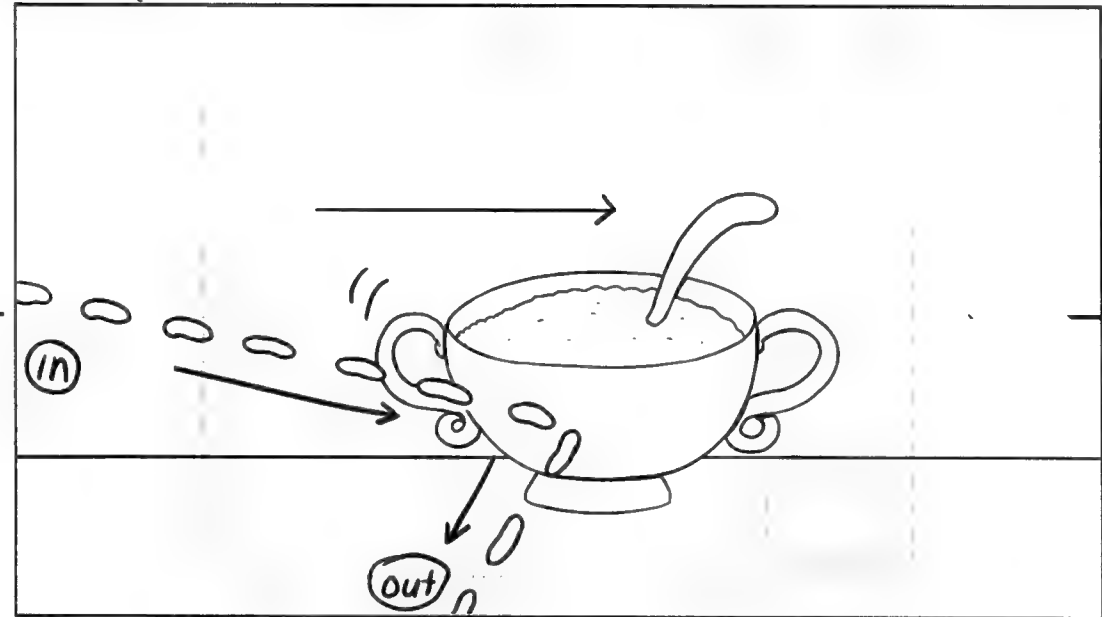


Sc. 64

Pnl. B

Bg.

day night



Dialog:

Action:

- SUGAR BOWL MOVING VERY SLOWLY ACROSS TABLE.

Timing:

1042-250

EPISODE #

Production :



ADVENTURE TIME

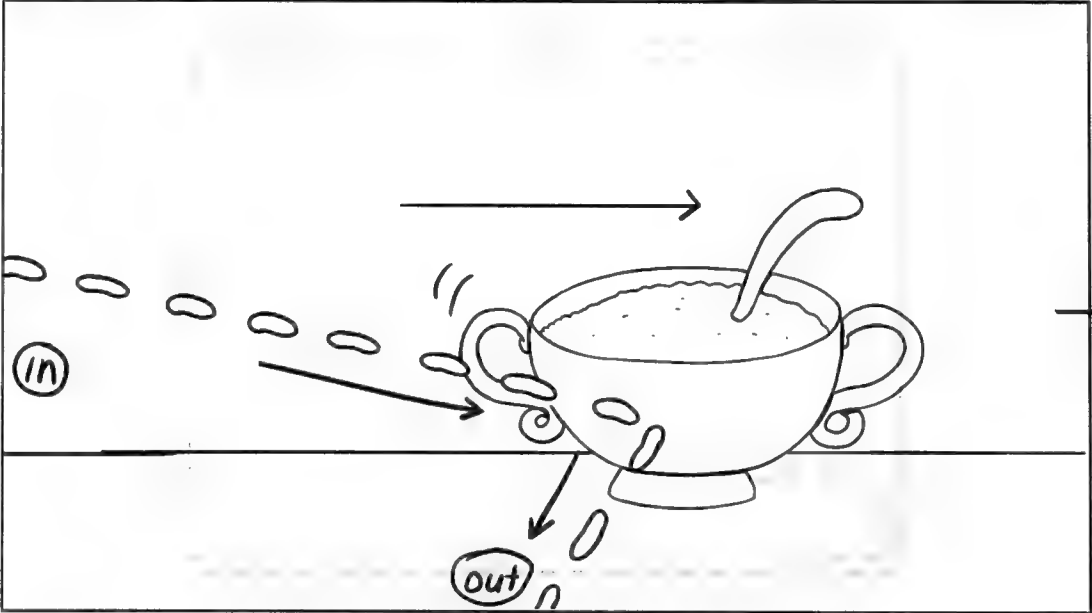


Sc. 64

Pnl. C

Bg.

day night

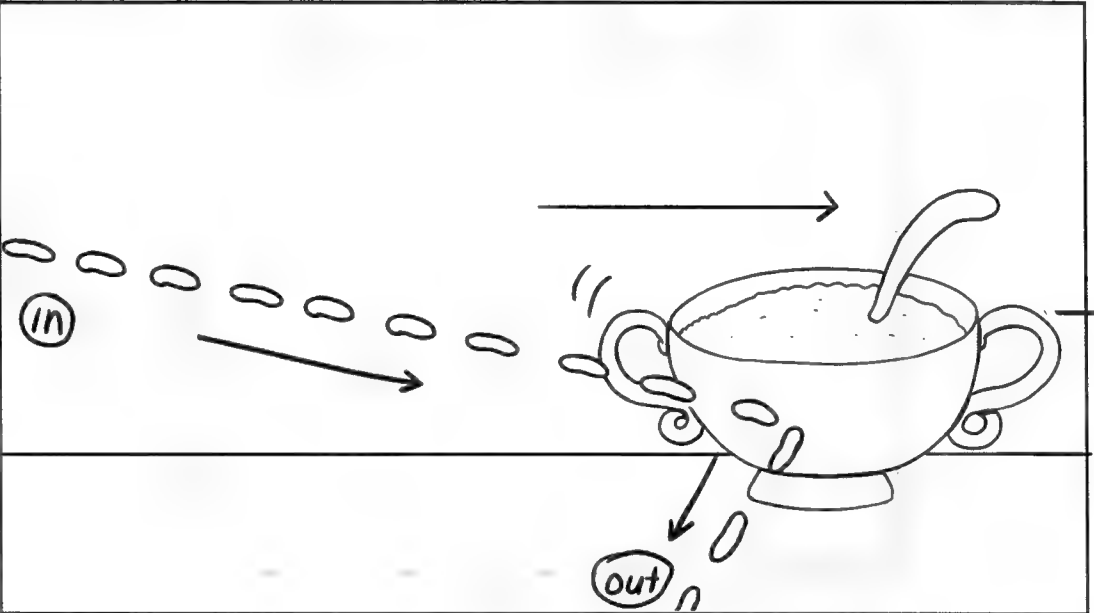


Sc 64

Pnl. D

Bg.

day night

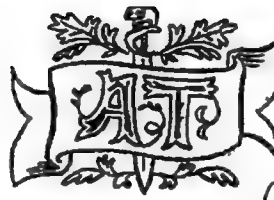


Dialog:
Action:
Timing:

1042-251  
EPISODE #  
Production :



# ADVENTURE TIME



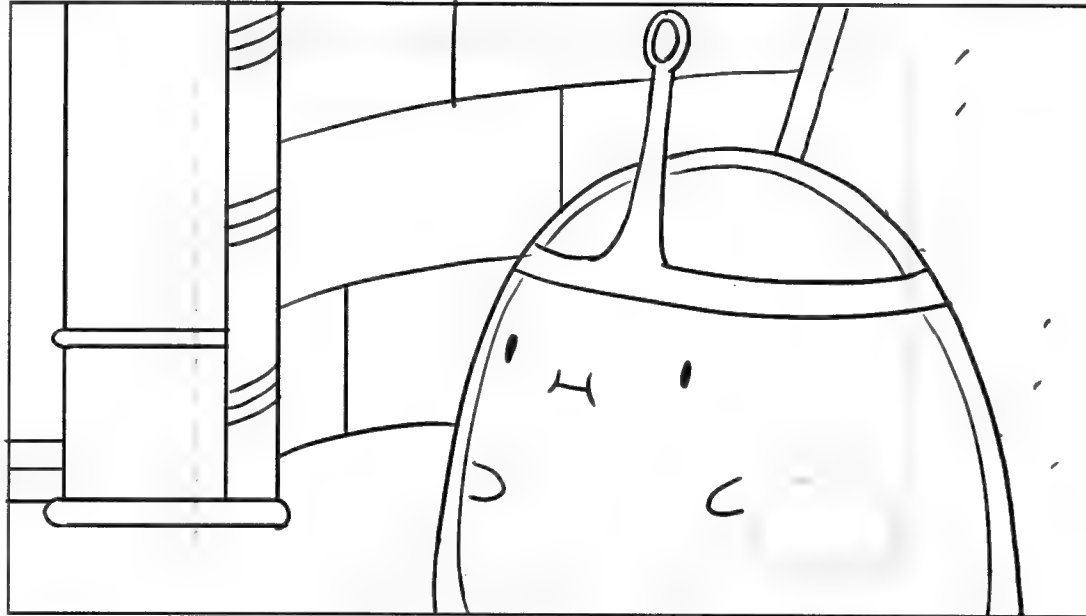
Page 134

Sc. 65

Pnl. A

Bg.

day night

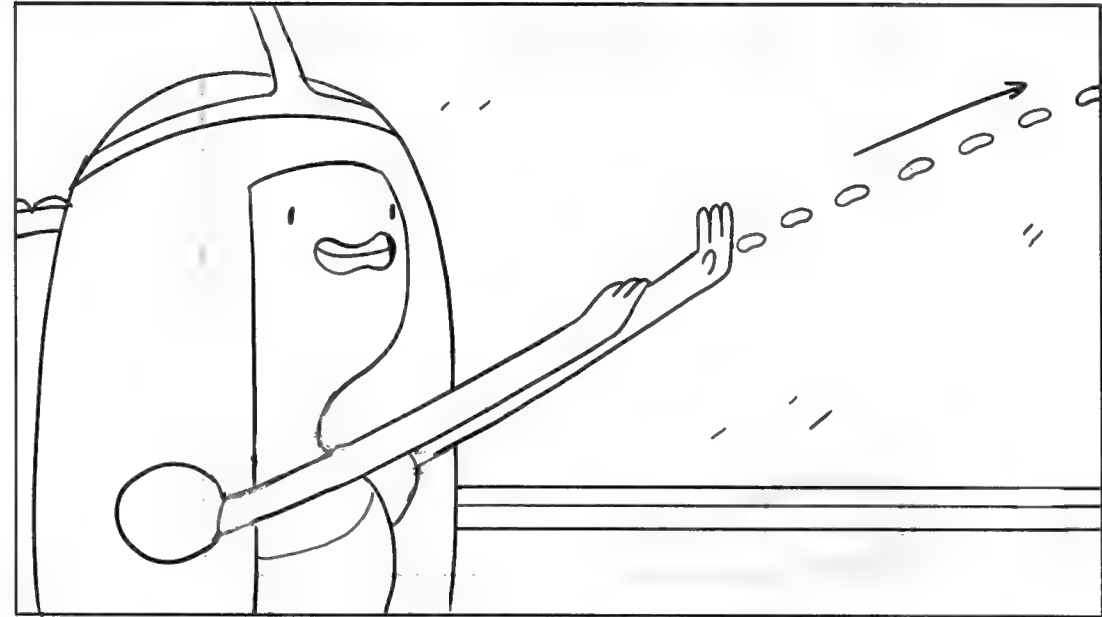


Sc. 66

Pnl. A

Bg.

day night



Dialog:

SFX: \* SOUND OF Jellybeans hitting the sugar bowl. \*

Action:

Timing:

EPISODE #

1042-251

Production :



# ADVENTURE TIME



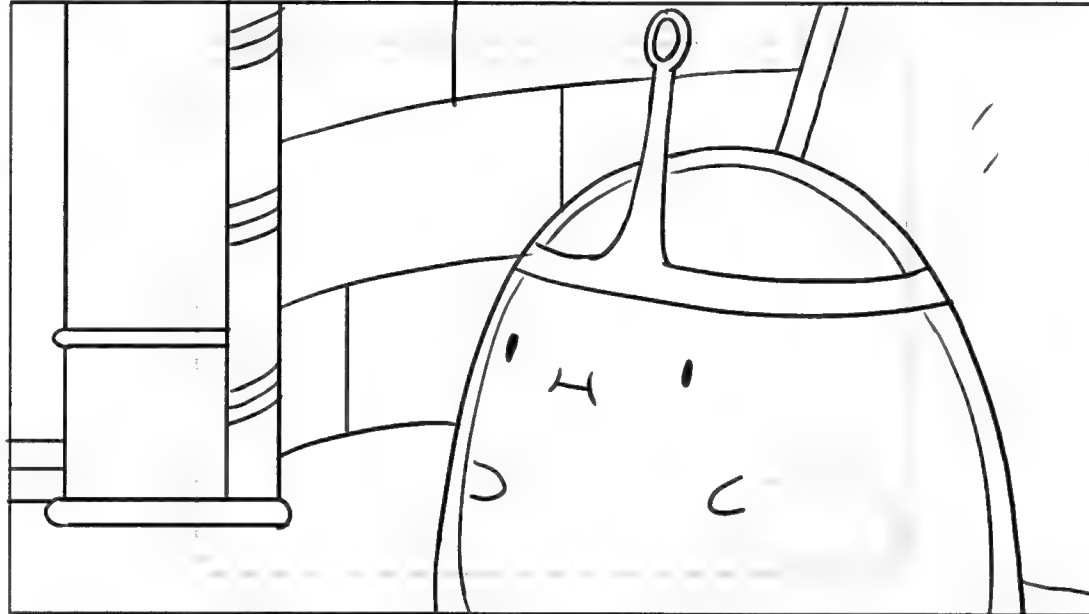
Page 135

Sc. 67

Pnl. A

Bg.

day night

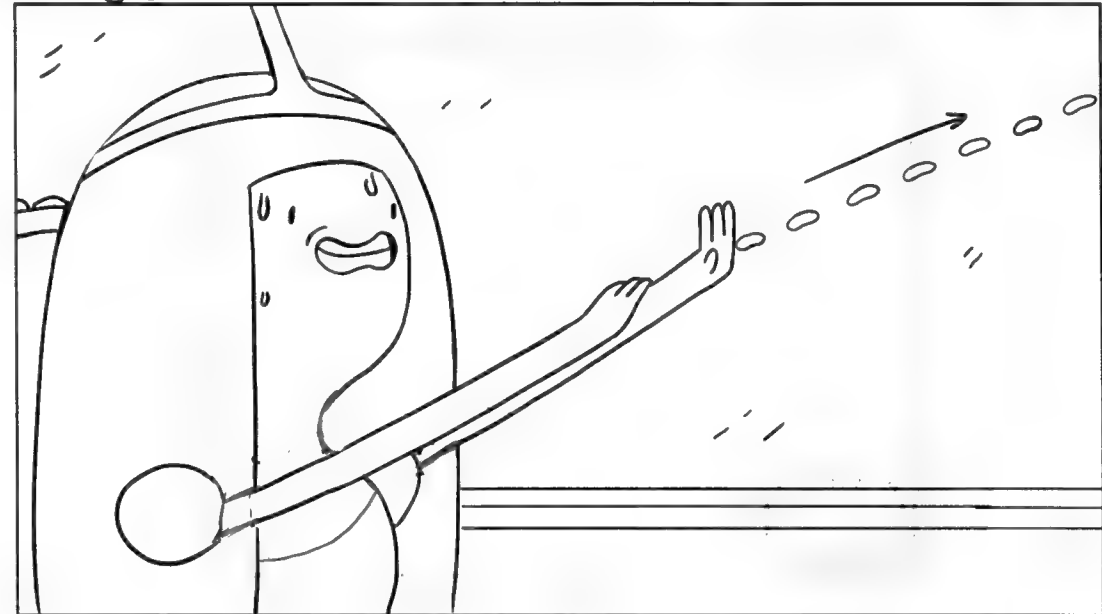


Sc. 68

Pnl. A

Bg.

day night



Dialog:

SFX: \* SOUND OF Jellybeans hitting the sugar bowl. \*

Action:

- PB starts getting tired

Timing:

1042-251

EPISODE #

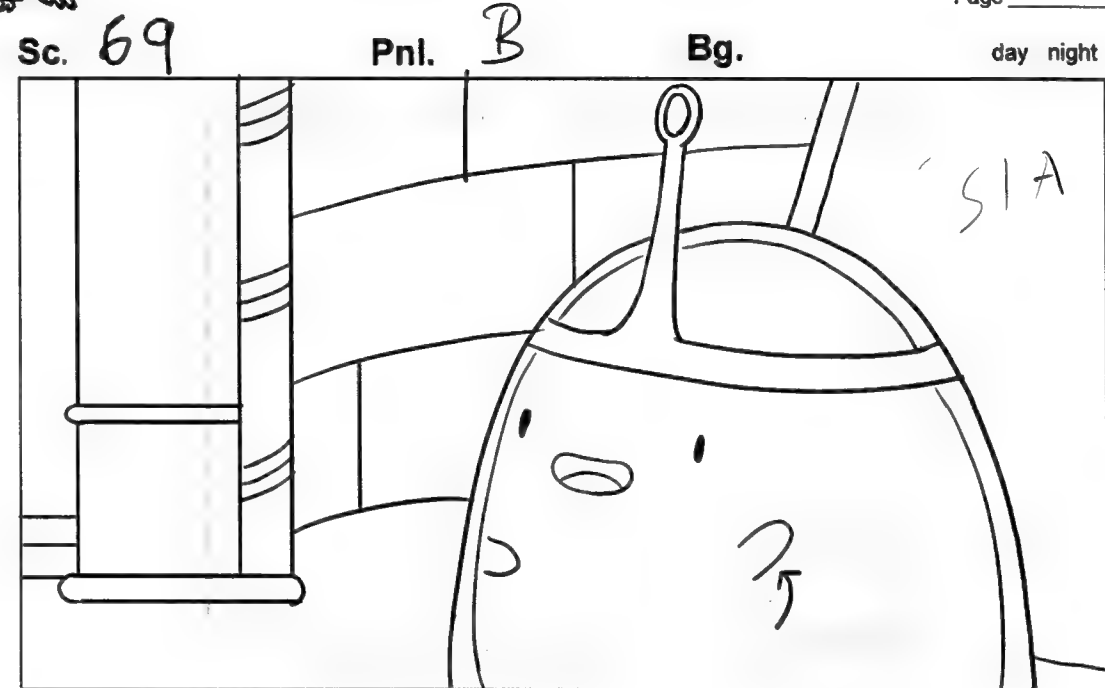
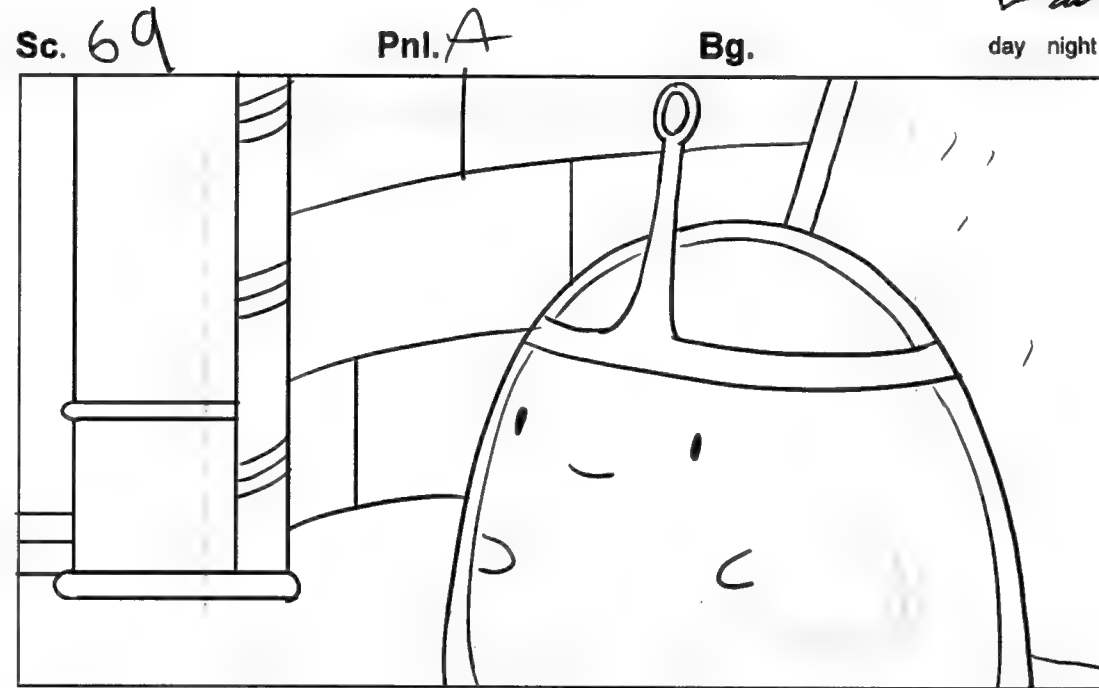
Production :



# ADVENTURE TIME



Page 136



Dialog:

SP : This is cool but let me  
help y--

Action:

Timing:

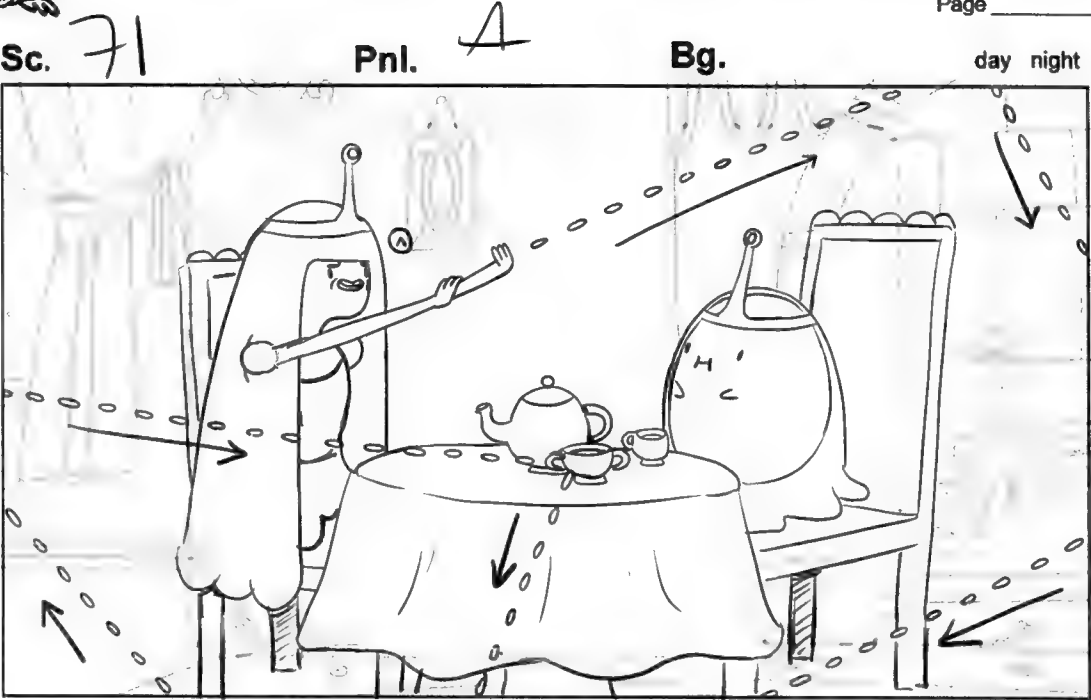
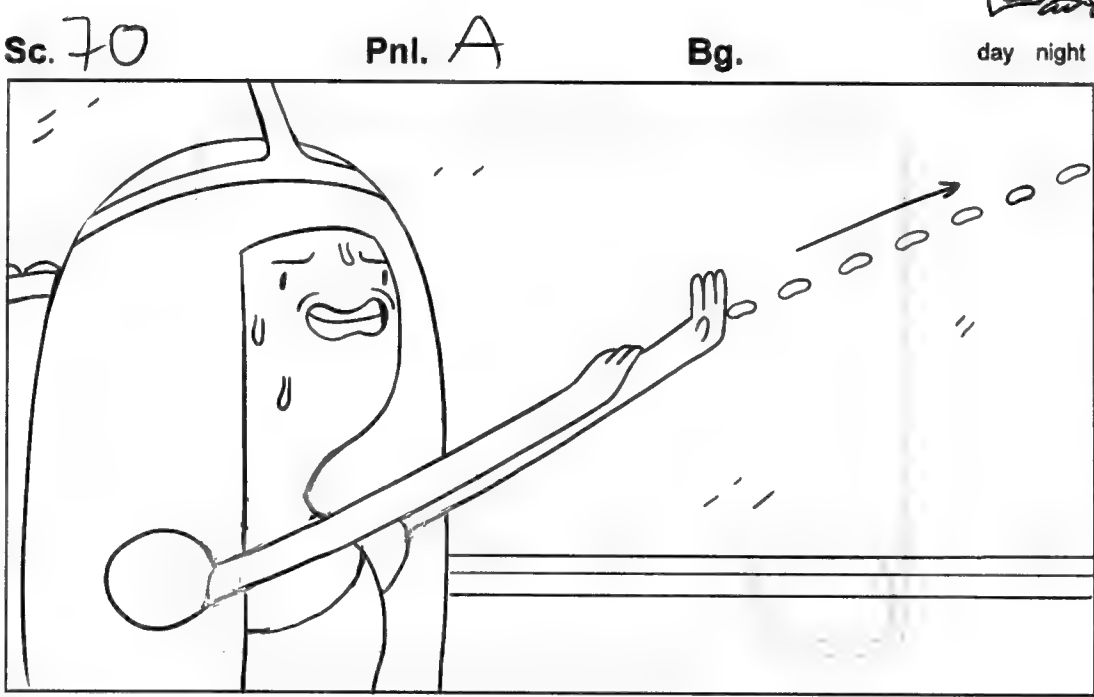
1042-251

EPISODE #

Production :



ADVENTURE TIME



Dialog:

PB. I SAID... ALLOW... ME  
(through  
her teeth)

Action:

-JELLY BEAN STREAMS CONTINUE.

Timing:

EPISODE #

1042-251

Production :

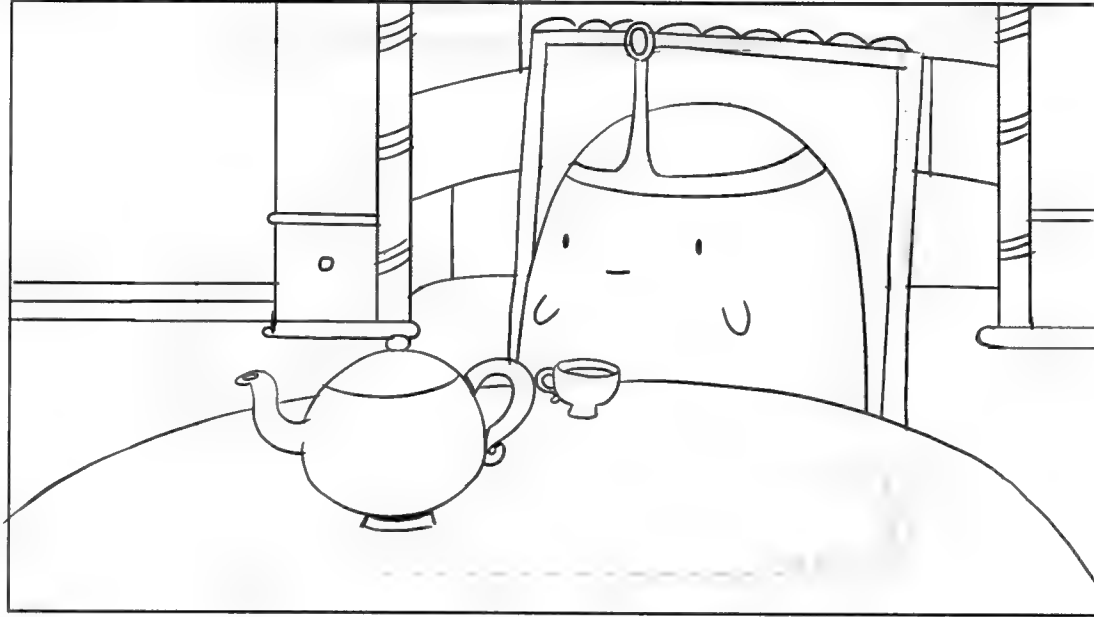


# ADVENTURE TIME

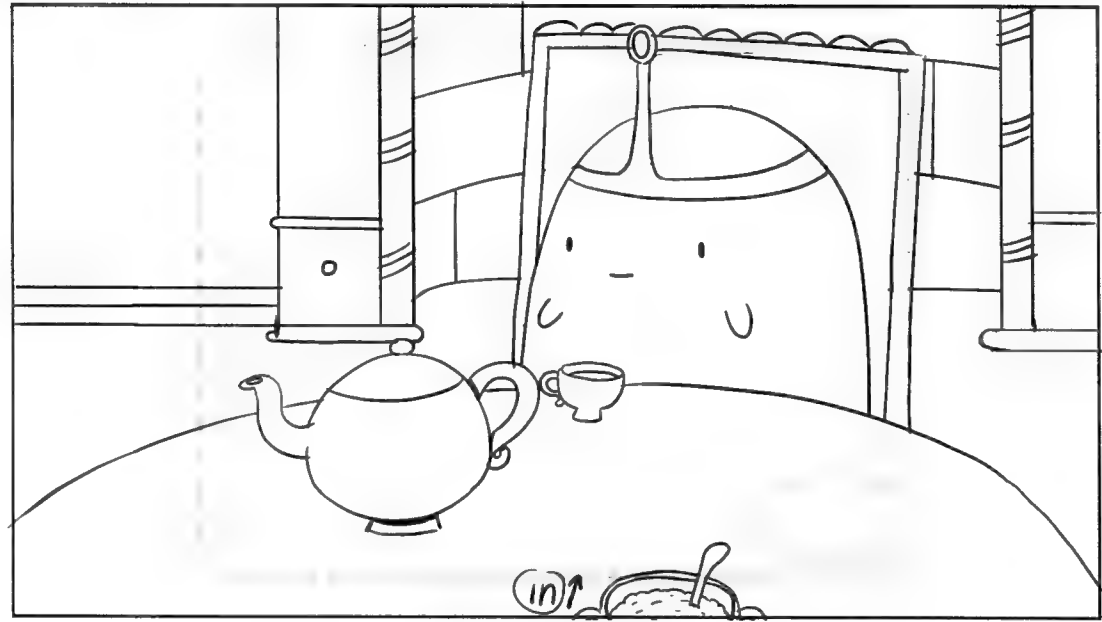


Page 138

Sc. 72 Pnl. A Bg. day night



Sc. 72 Pnl. B Bg. day night



Dialog:
Action:
Timing:

- SUGAR BOWL SLOWLY SLIDES AN/S.

EPISODE # 1042-251

Production :



# ADVENTURE TIME



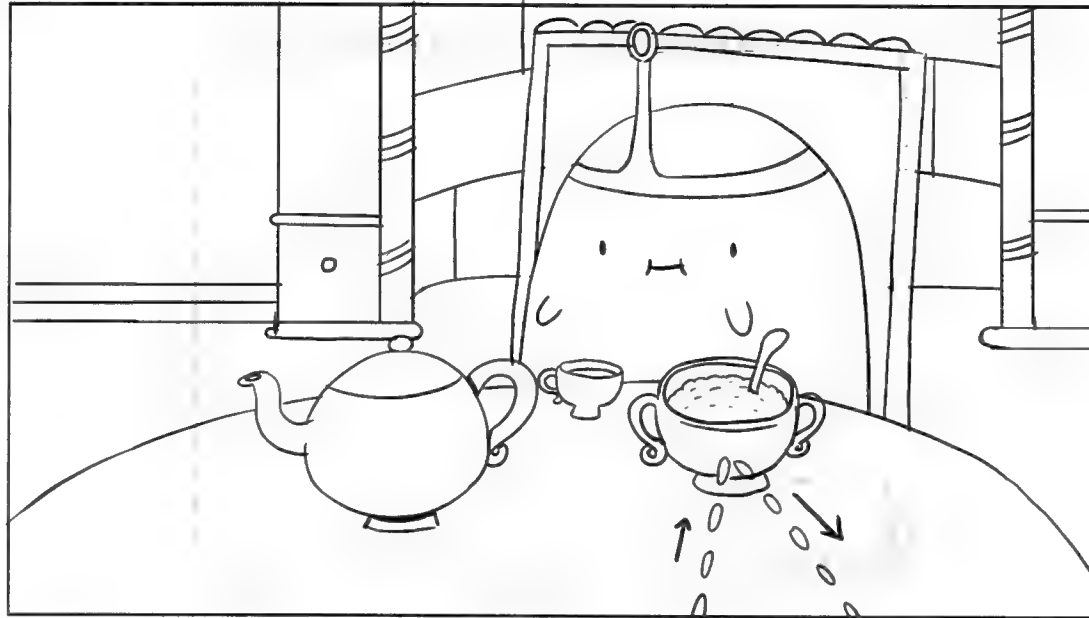
Page 139

Sc. 72

Pnl. C

Bg.

day night



Sc. 72

Pnl. D

Bg.

day night



Dialog:

SFX: \* FT-FT-FT-FT-FT-FT-FT-FT-FT-FT \*

Action:

- Bowl stops, JELLY BEAN STREAM DIES OUT.

Timing:

EPISODE #

1042-250

Production :



# ADVENTURE TIME



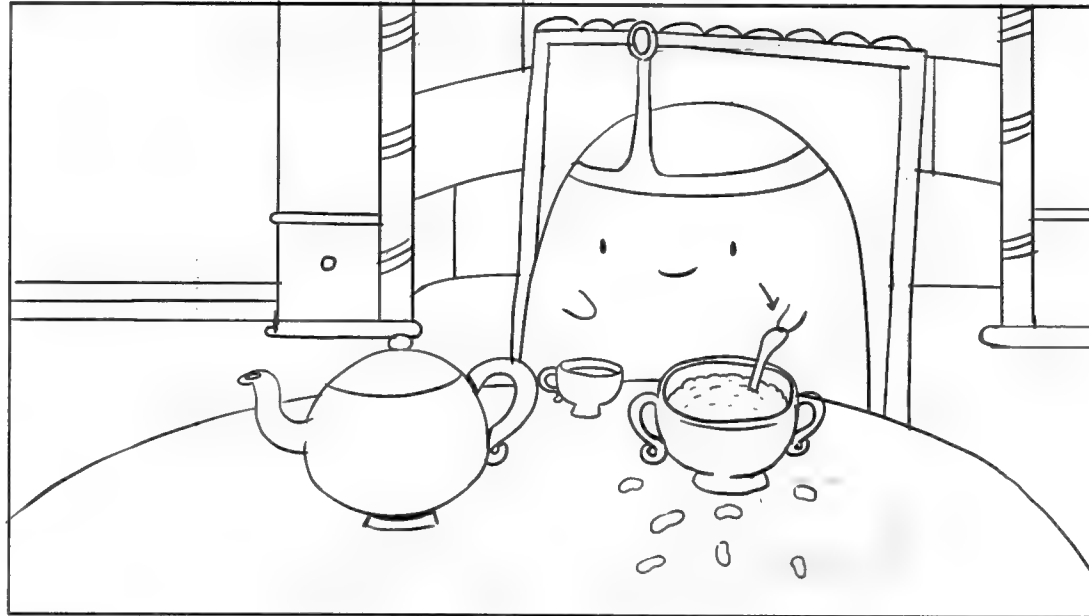
Page 140

Sc. 72

Pnl. E

Bg.

day night

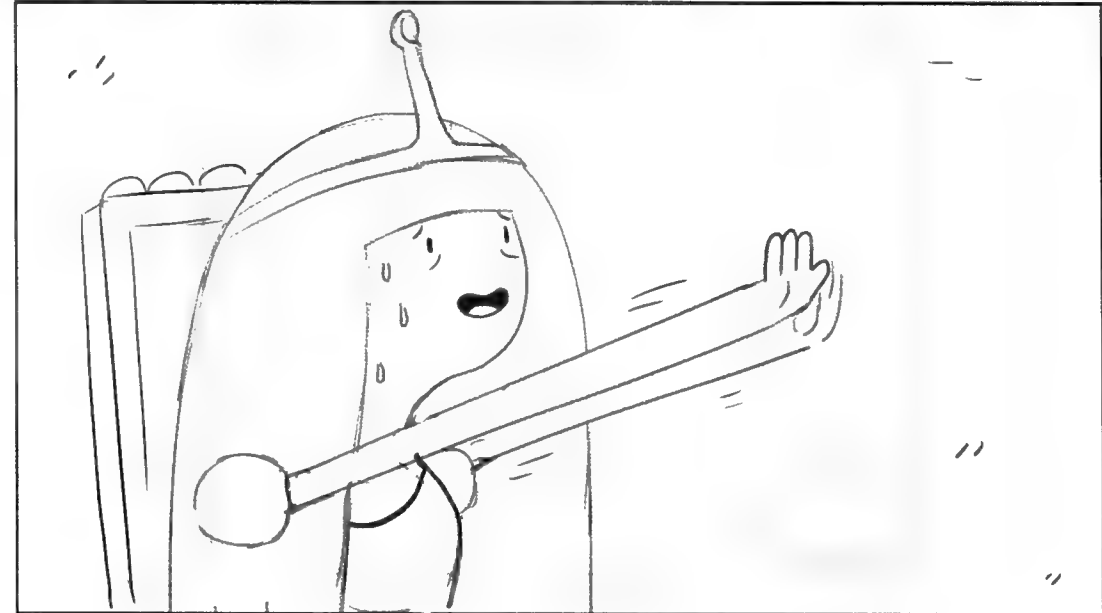


Sc. 73

Pnl. A

Bg.

day night



Dialog:

PB: [ HUFFING AND PUFFING ]

Action:

- S.P. GRABS THE END OF SPOON.

Timing:

EPISODE # 1042-251

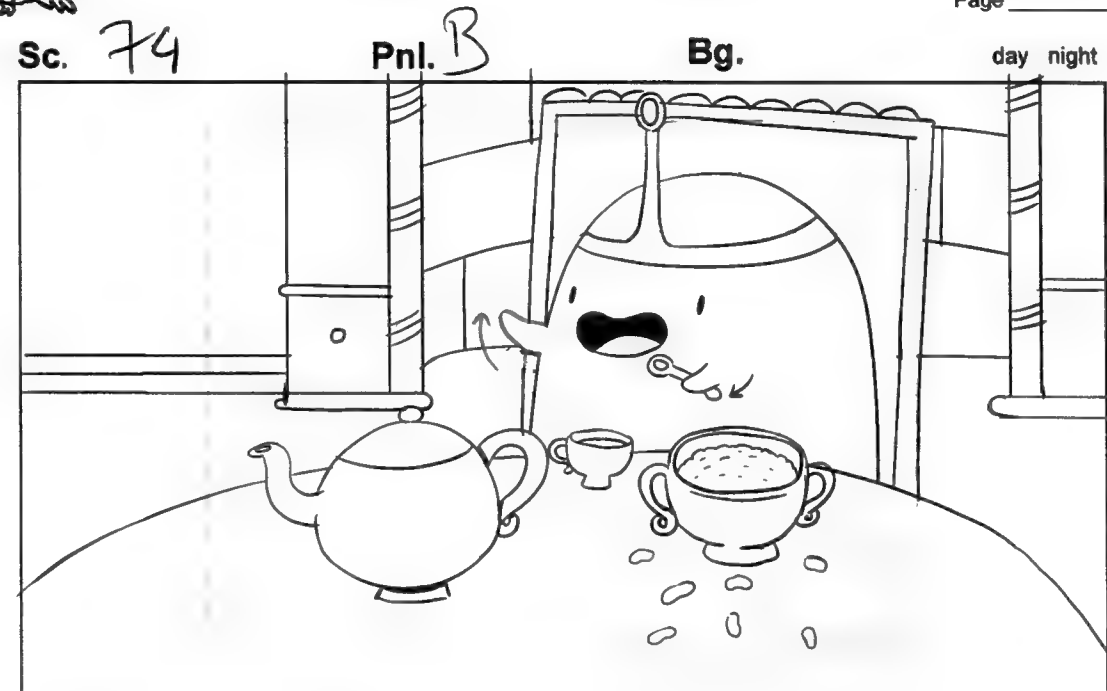
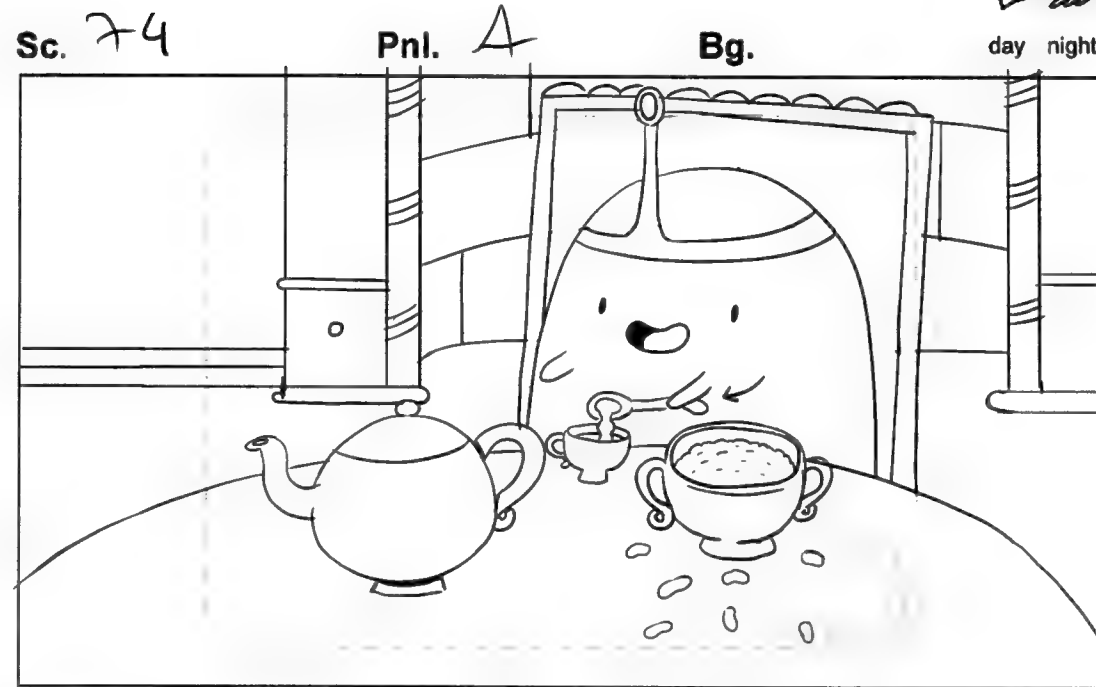
Production :



# ADVENTURE TIME



Page 141



Dialog:  
SP: Cool power display, PB!

SP: UP HIGH!

Action:  
- S.P. ADDS SUGAR TO TEA.

- S.P. HOLDS UP HAND

Timing:

EPISODE # 1042-251

Production :



# ADVENTURE TIME



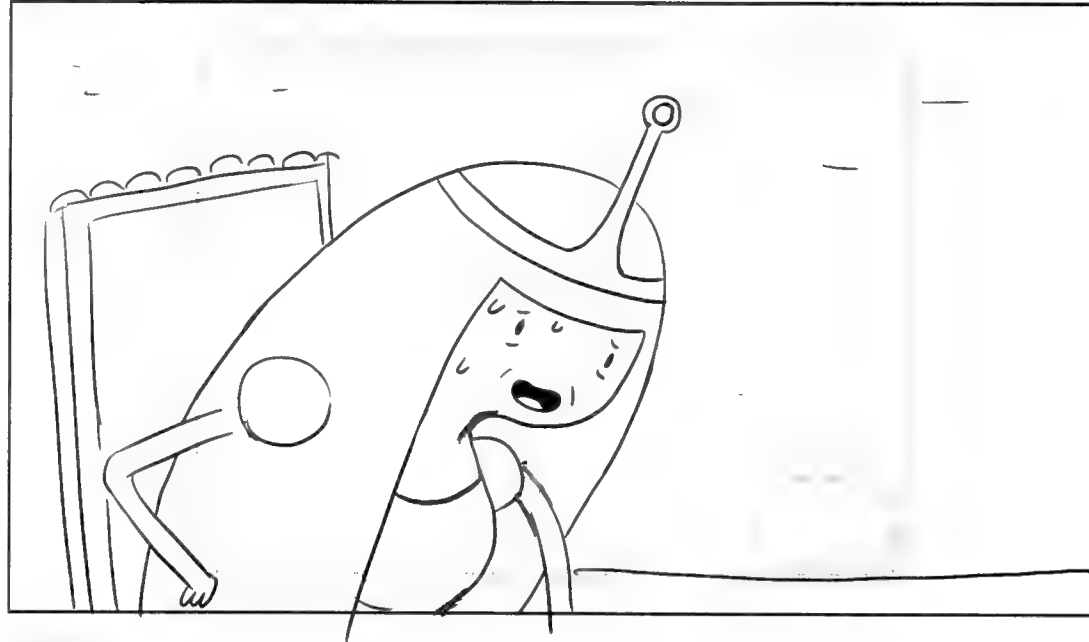
Page 142

Sc. 75

Pnl. A

Bg.

day night

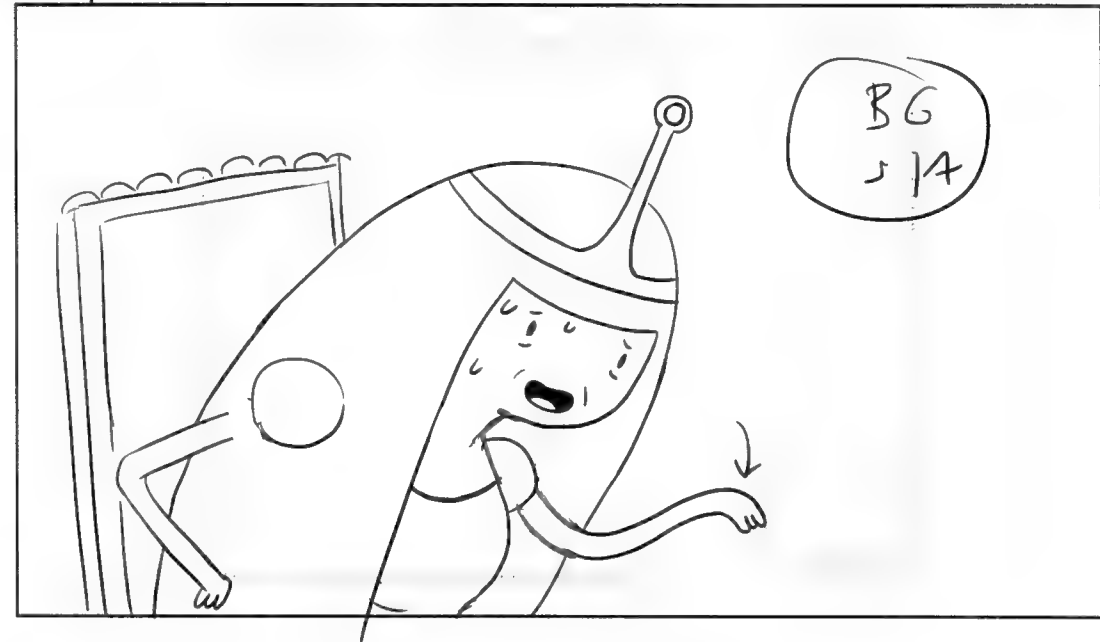


Sc. 75

Pnl. B

Bg.

day night



Dialog:

SP: \*HUFF HUFF\* You're welcome.

Action:

-PB WEAKLY "HIGH FIVES" THE AIR.

Timing:

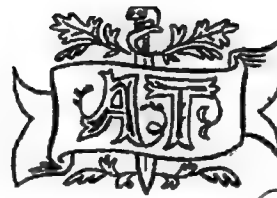
EPISODE #

1042-250

Production :



# ADVENTURE TIME



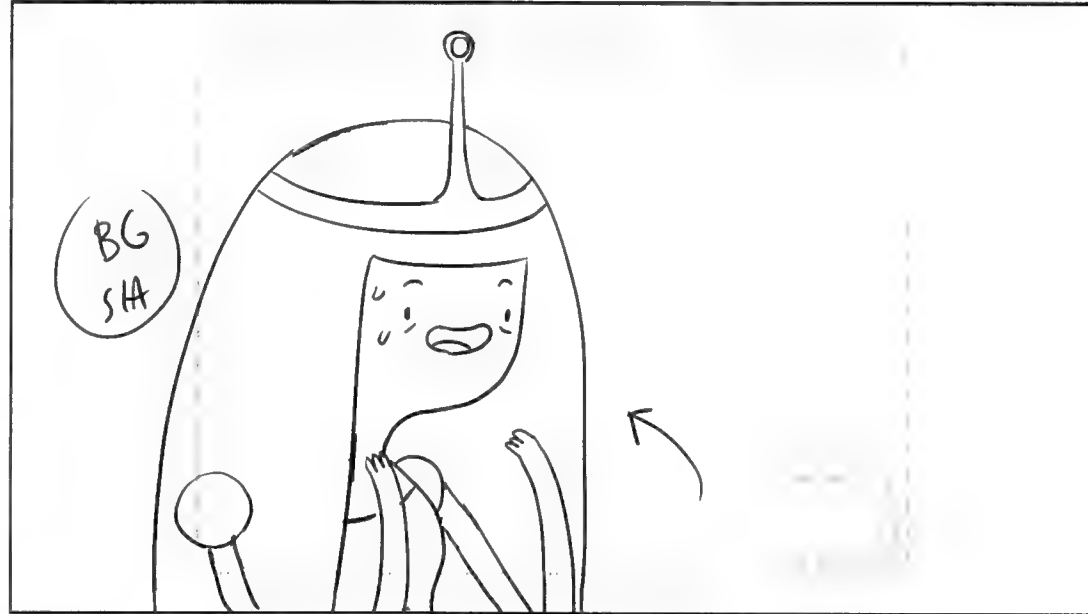
Page 143

Sc. 75

Pnl. C

Bg.

day night

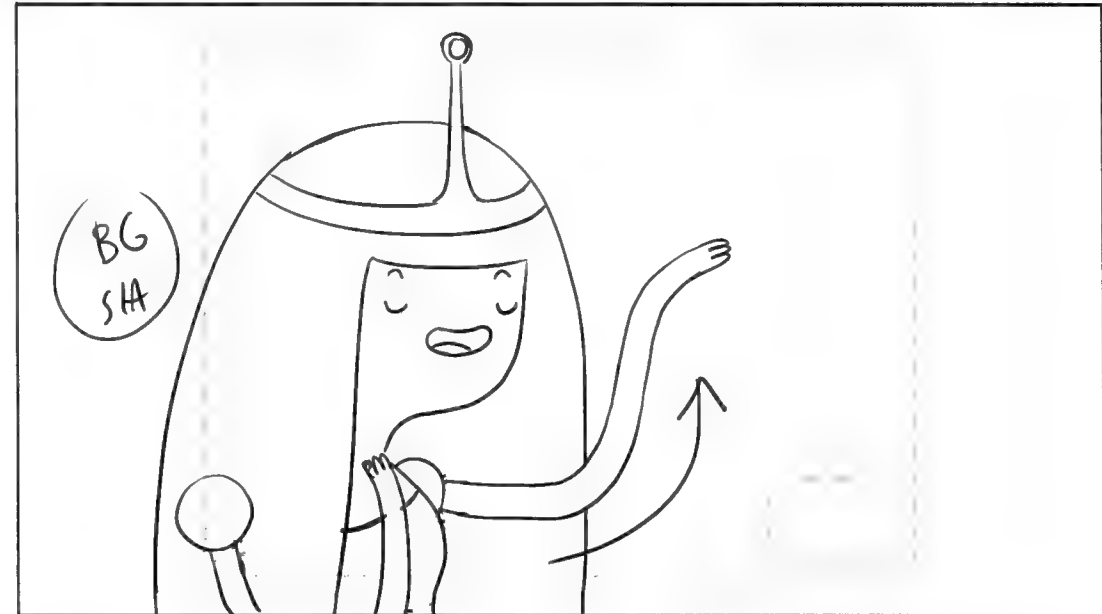


Sc. 75

Pnl. D

Bg.

day night



Dialog:

PB: OKAY, WE'VE  
established we both have  
elemental powers

PB: So, we never have to talk or brag about them  
again.

Action:

Timing:

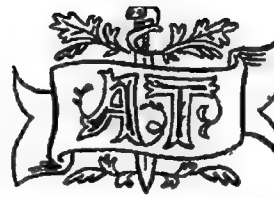
1042-251

EPISODE #

Production :



# ADVENTURE TIME



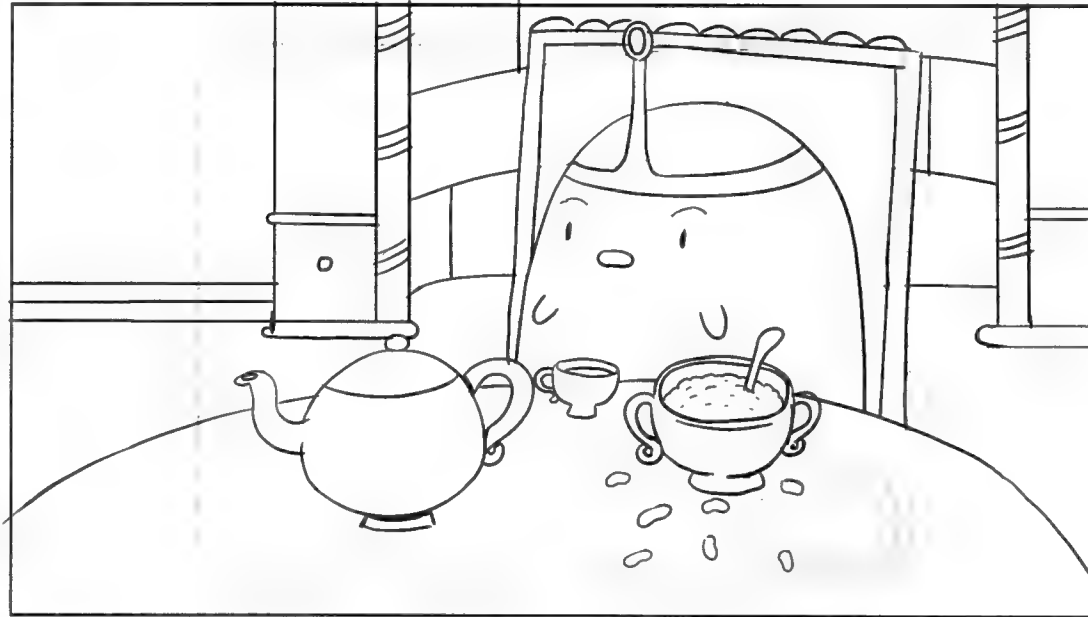
Page 144

Sc. 76

Pnl. A

Bg.

day night

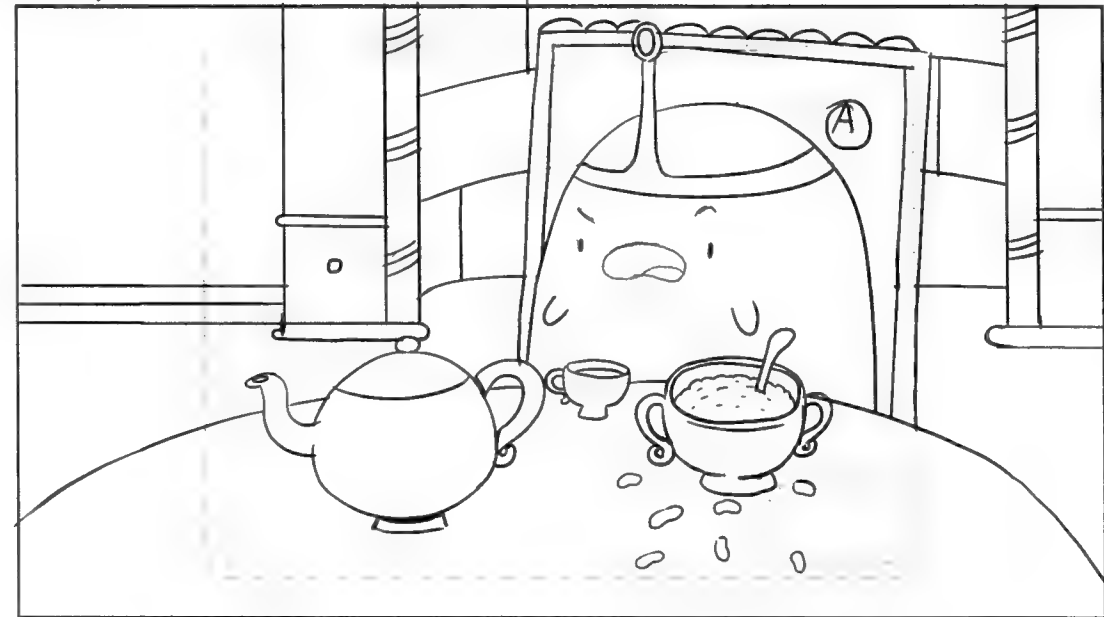


Sc. 76

Pnl. B

Bg.

day night



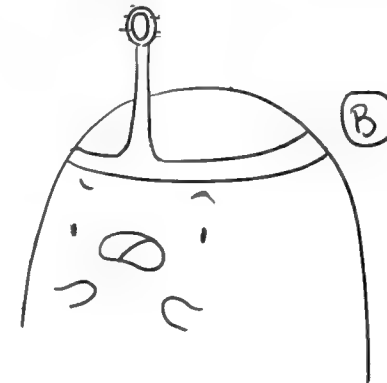
Dialog:

SP: Brag?...

SP: Wait, Are you jelly ... of my slime?

Action:

Timing:



1042-251

EPISODE #

Production :



# ADVENTURE TIME



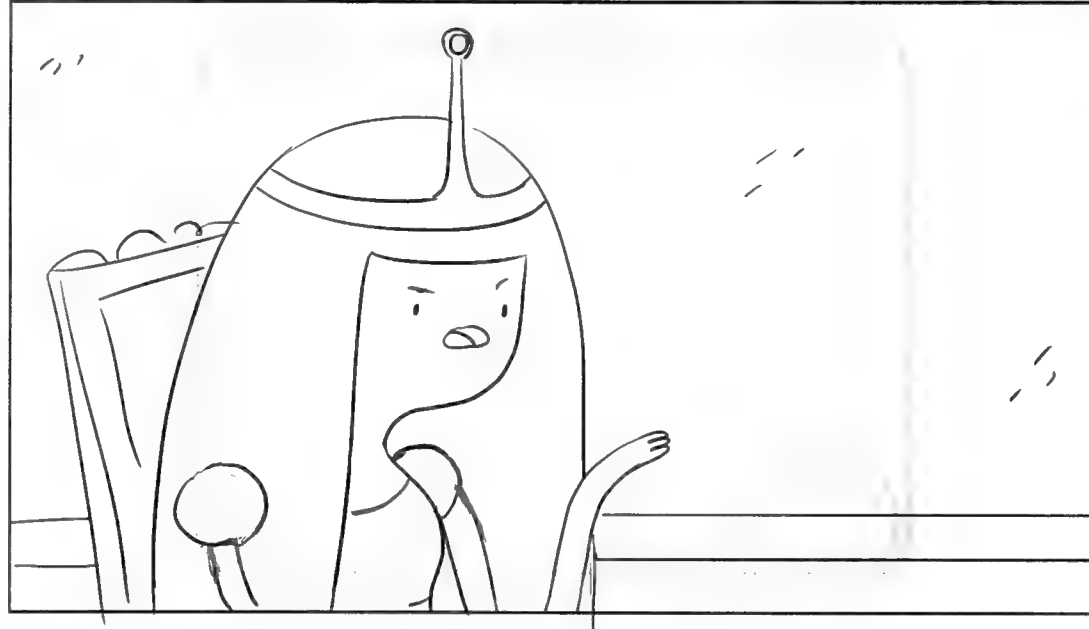
Page 145

Sc. 77

Pnl. A

Bg.

day night



Sc. 77

Pnl. B

Bg.

day night



Dialog:

PB: No way --

PB: Your slime is overrated.

Action:

Timing:

1042-251

EPISODE #

Production :



# ADVENTURE TIME



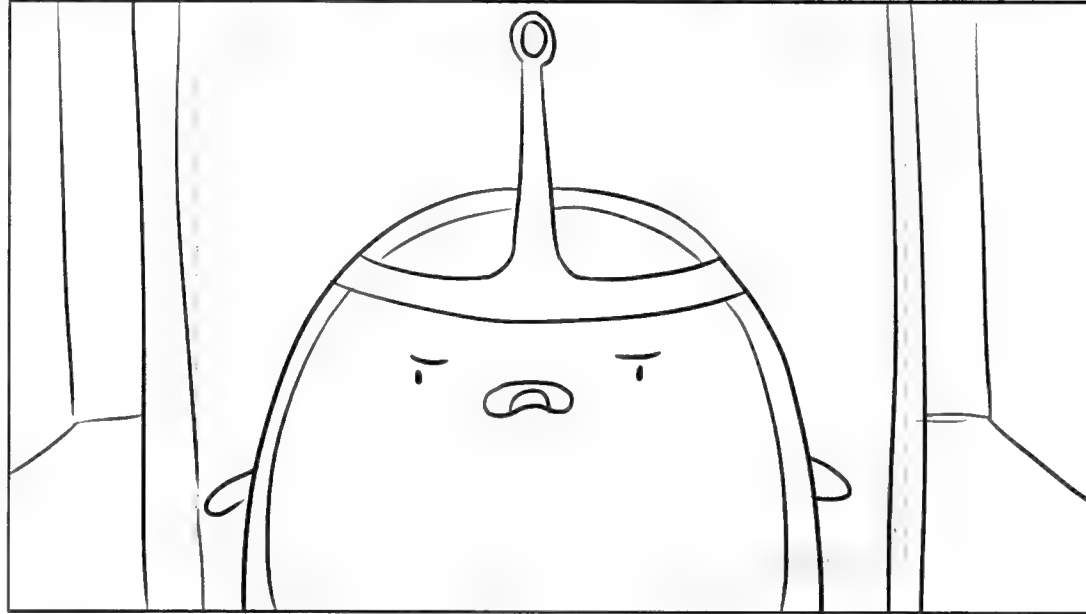
Page 146

Sc. 78

Pnl. A

Bg.

day night

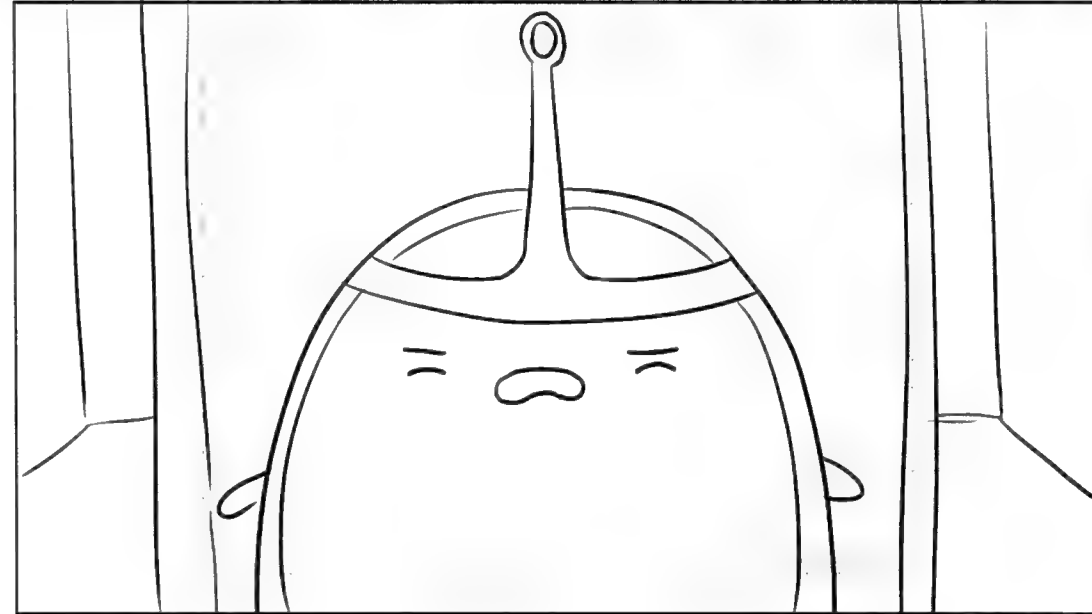


Sc. 78

Pnl. B

Bg.

day night



Dialog:

SP (scary, chill voice): I SEE... I GUESS YOUR  
REAL ELEMENTAL POWER --

SD : is envy.

Action:

Timing:

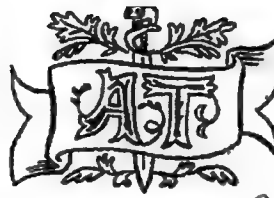
1042-250

EPISODE #

Production :



# ADVENTURE TIME



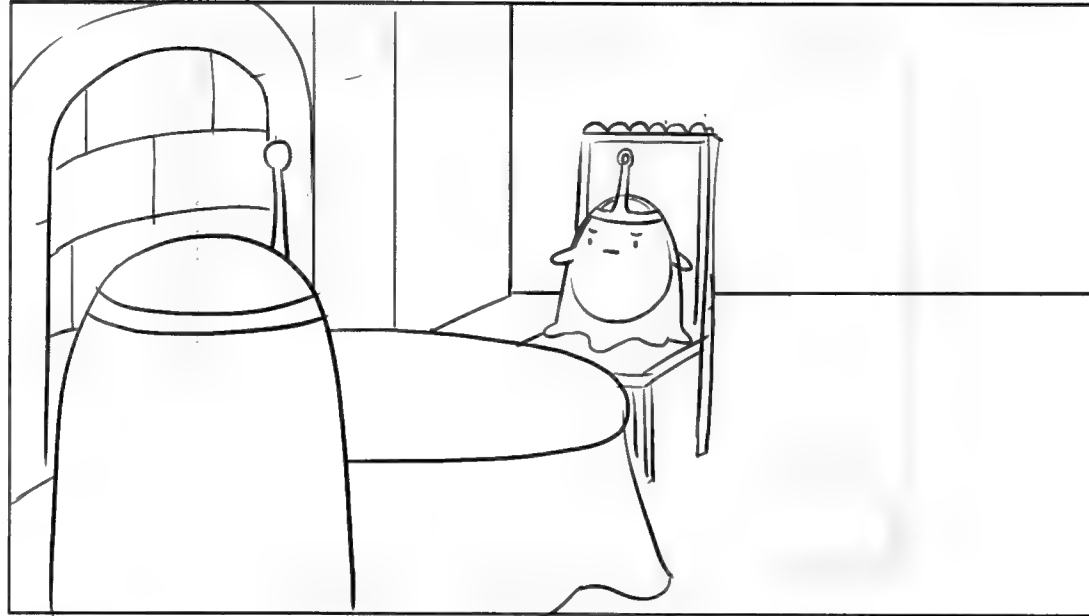
Page 147

Sc. 79

Pnl. A

Bg.

day night

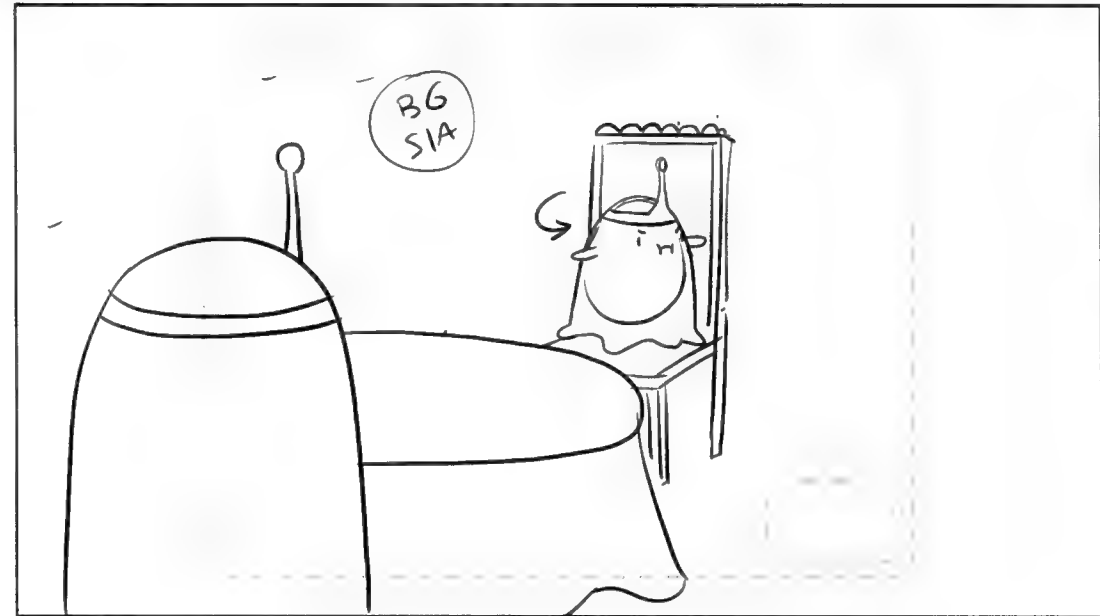


Sc. 79

Pnl. B

Bg.

day night



Dialog:

Action:

- SP. TURNS

Timing:

EPISODE #

1042-251

Production :



ADVENTURE TIME

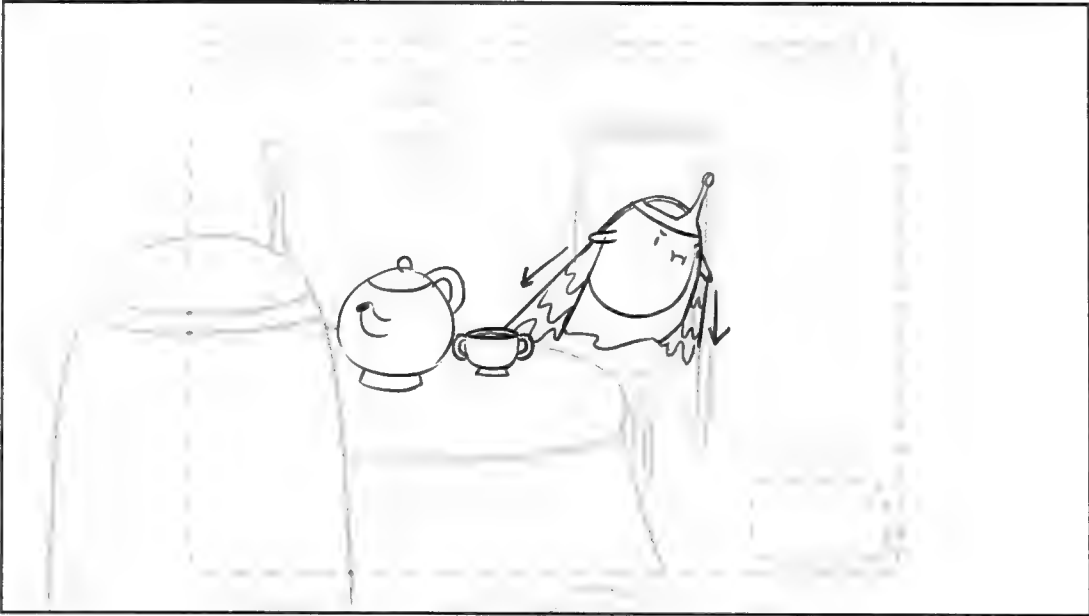


Sc. 79

Pnl. C

Bg.

day night

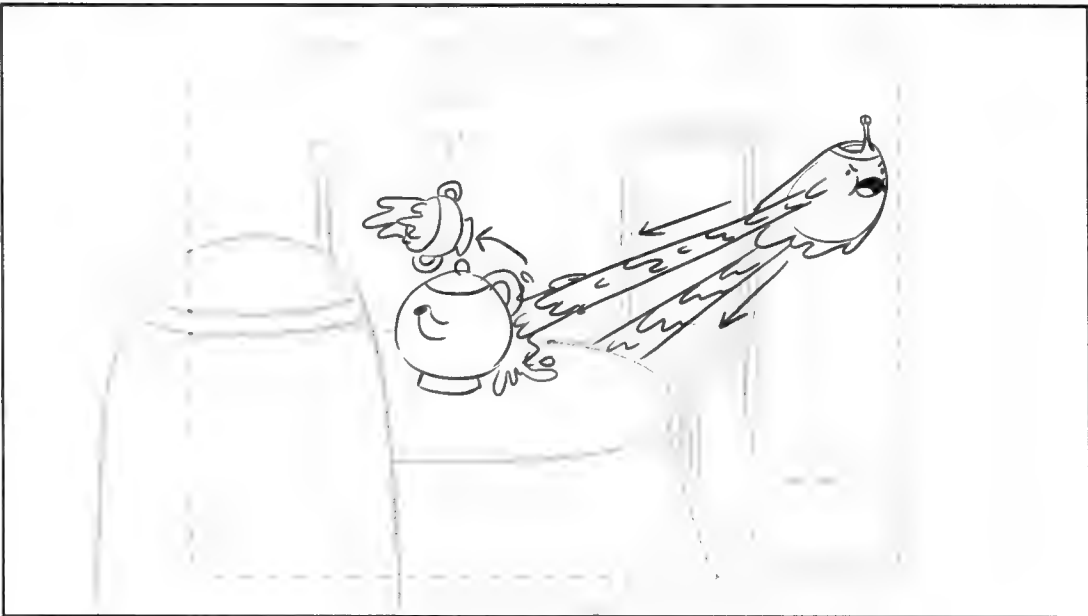


Sc. 79

Pnl. D

Bg.

day night



Dialog:

SFX: \* FRRT \*

SP: Bye hater!

Action:

- SP SHOTS TWIN SLIME JETS

- SLIME JETS KNOCK OVER TEA CUP

Timing:

1042-251

EPISODE #

Production :



# ADVENTURE TIME



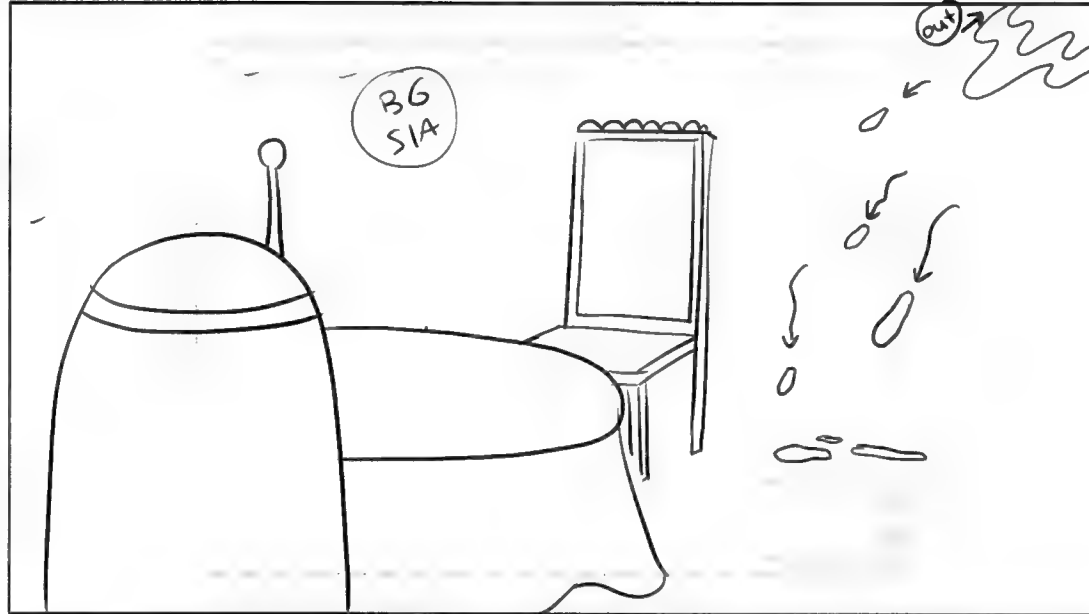
Page 149

Sc. 79

Pnl. E

Bg.

day night

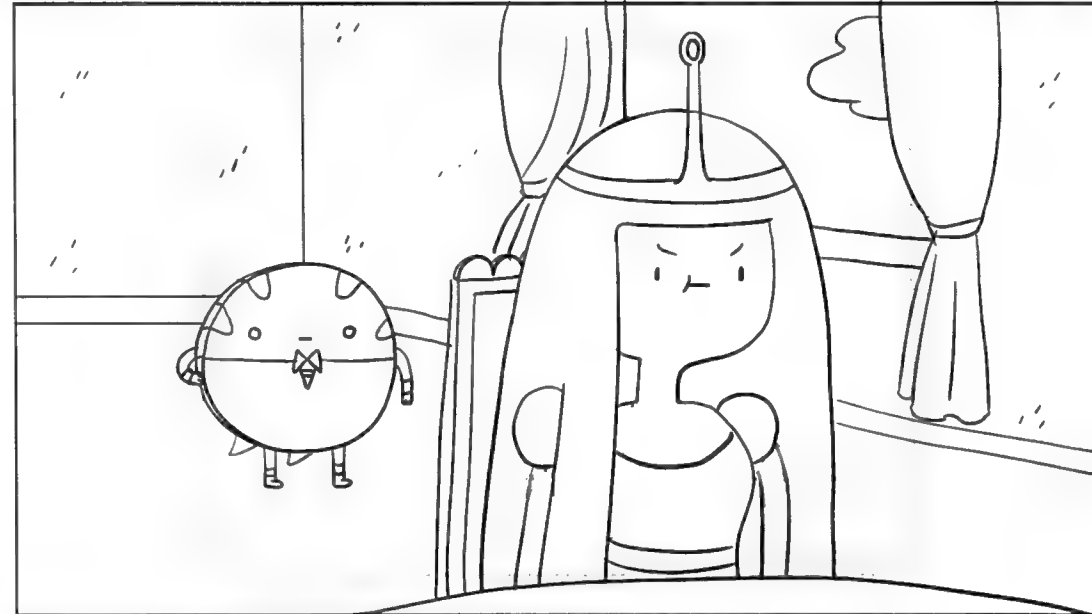


Sc. 80

Pnl. A

Bg.

day night



Dialog:

Action:

- SP. FLIES OFF/S.

Timing:

EPISODE #

1042-250

Production :



# ADVENTURE TIME



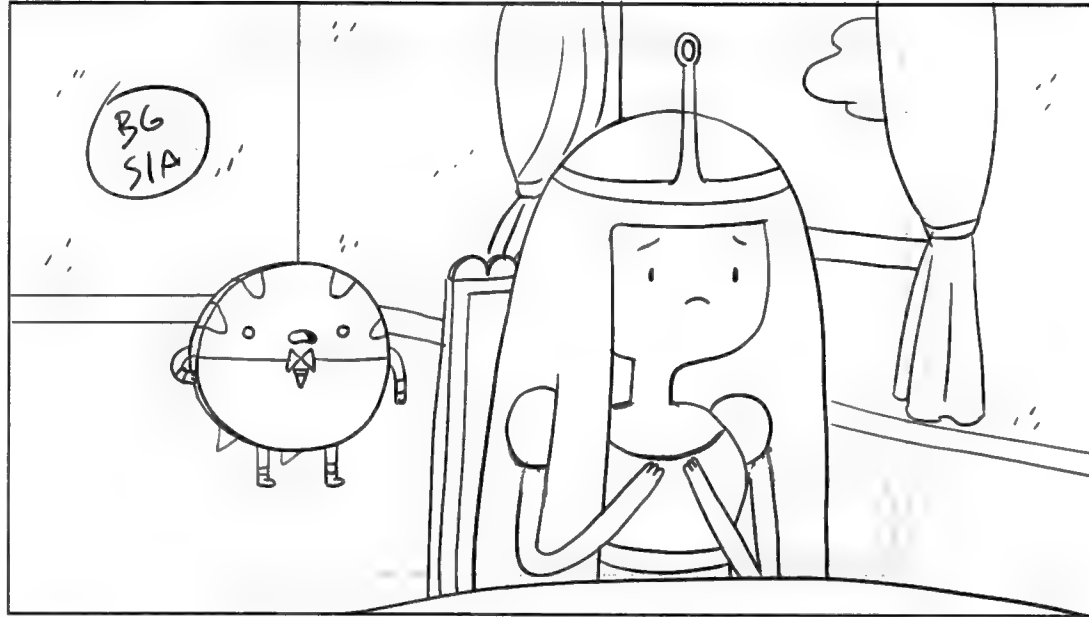
Page 150

Sc. 80

Pnl. B

Bg.

day night

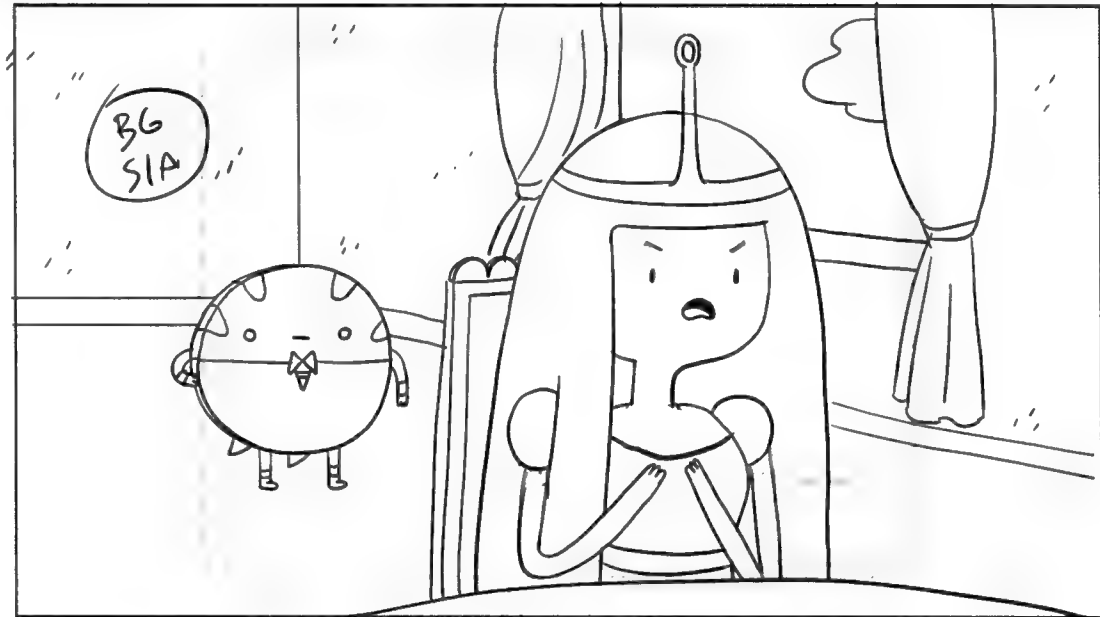


Sc. 80

Pnl. C

Bg.

day night



Dialog:

RepB: I don't think this is really about slime.

SP: BUH!

Action:

Timing:

EPISODE #

1042-251

Production :



# ADVENTURE TIME



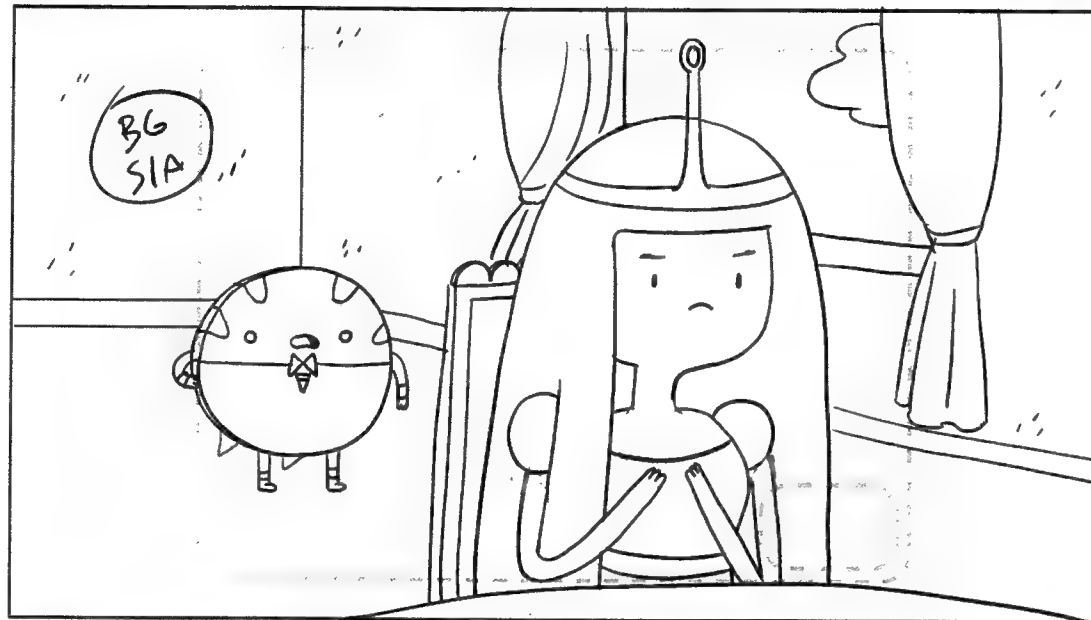
Page 150A

Sc. 80

Pnl. C-1

Bg.

day night

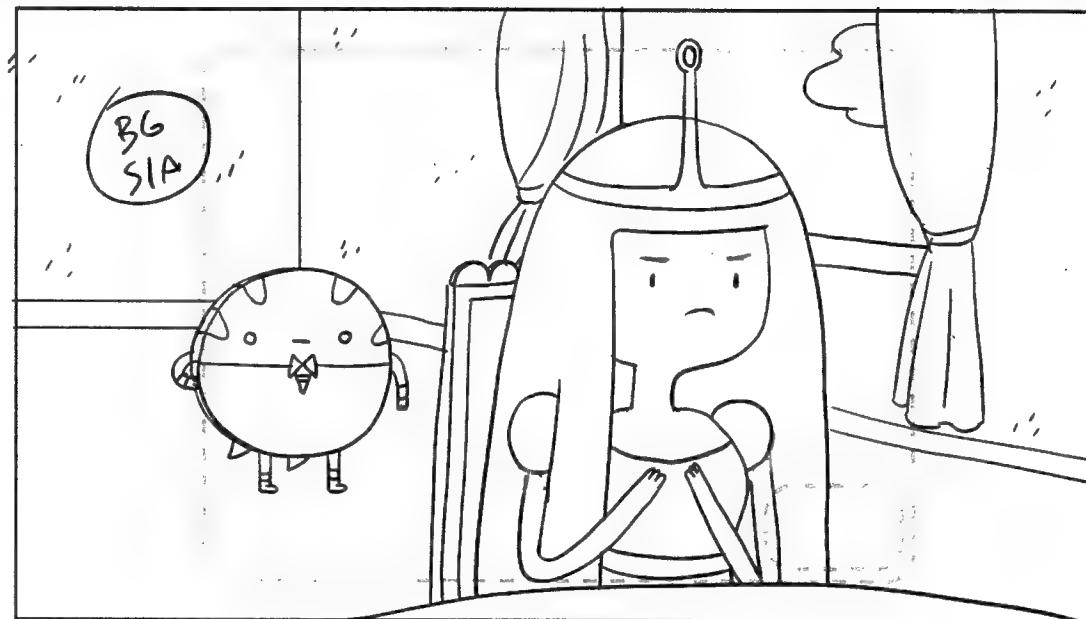


Sc. 80

Pnl. C-2

Bg.

day night



Dialog:

Peep: SEEMS LIKE YOU'RE OVERCOMPENSATING  
FOR SOMETHING ...

Action:

Timing:

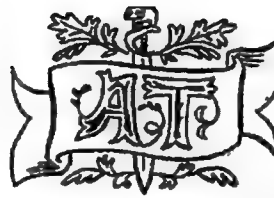
EPISODE #

Production :

1042-251



# ADVENTURE TIME



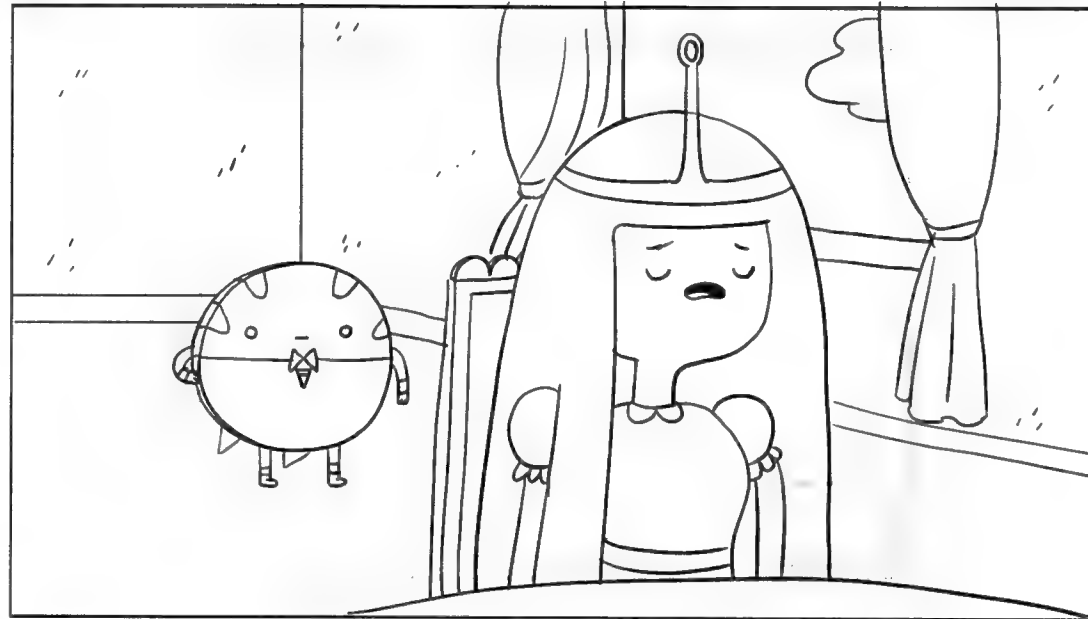
Page 151

Sc. 80

Pnl. D

Bg.

day night

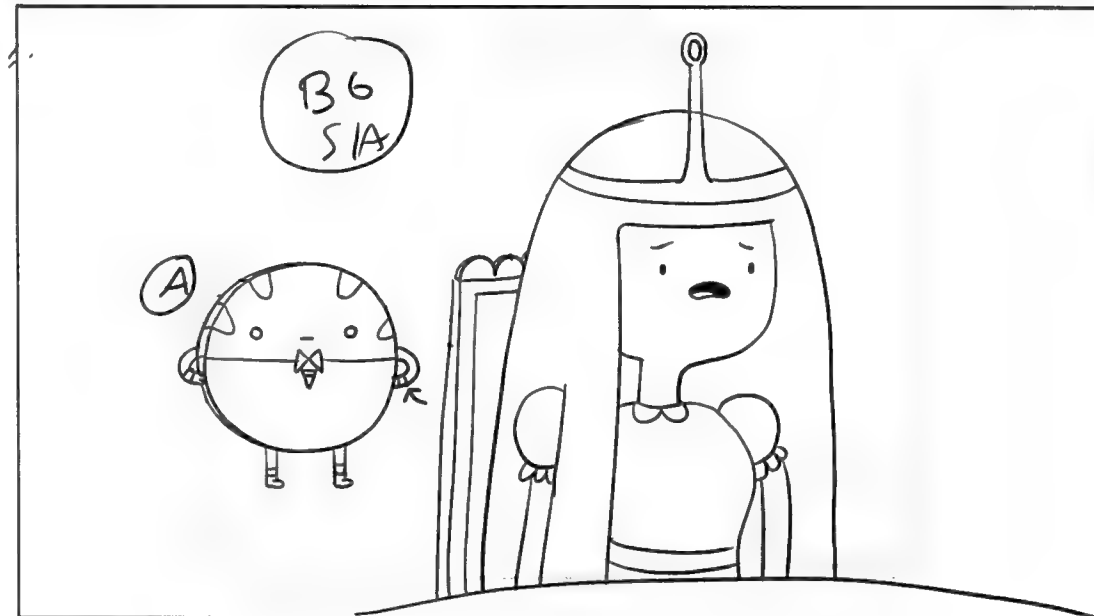


Sc. 80

Pnl. E

Bg.

day night



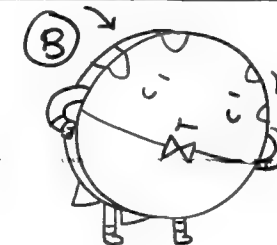
Dialog:

PB: \*SIGH\* It's just that ...

PB: The Candy Kingdom's supposed to be --

Action:

PepB nods  
A, B, A



Timing:

1042-251

EPISODE #

Production :



# ADVENTURE TIME



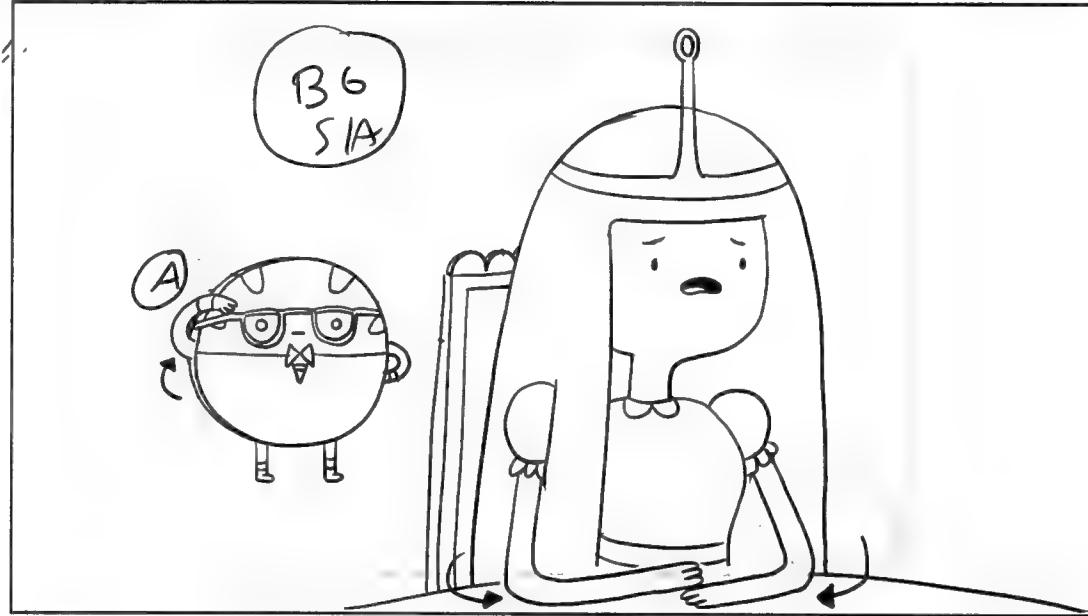
Page 152

Sc. 80

Pnl. 7

Bg.

day night

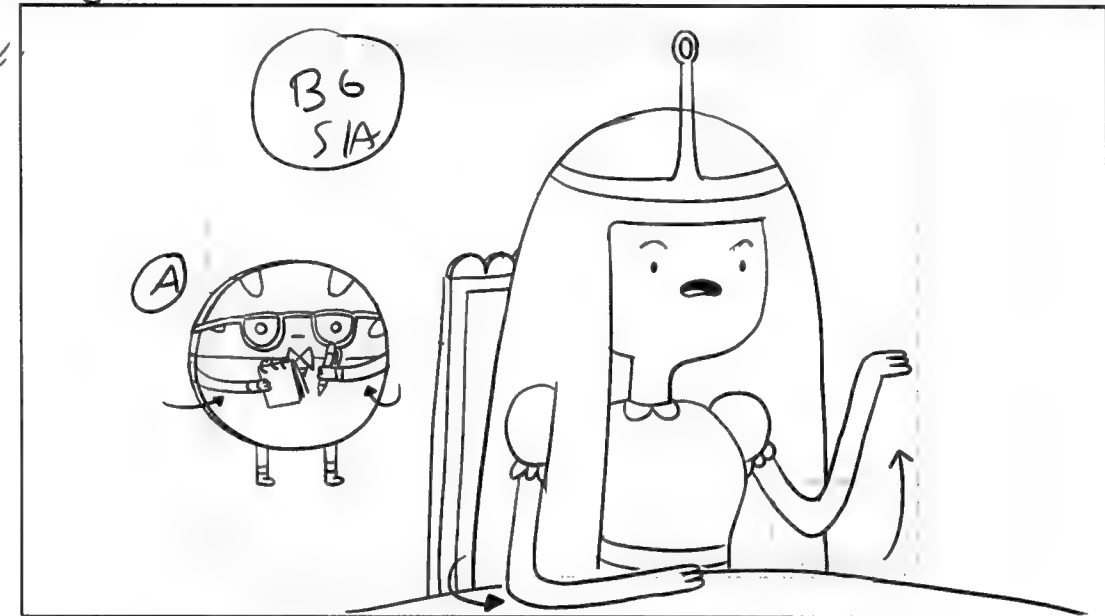


Sc. 80

Pnl. 6

Bg.

day night



Dialog:

PB : a reflection of me...

PB : but it turns out --

Action:

PepBut puts on therapist glasses.

PepBut takes out pad.

Timing:

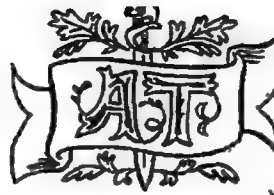
EPISODE #

Production :

1042-251



# ADVENTURE TIME



Page 153

Sc. 81

Pnl. A

Bg.

day night

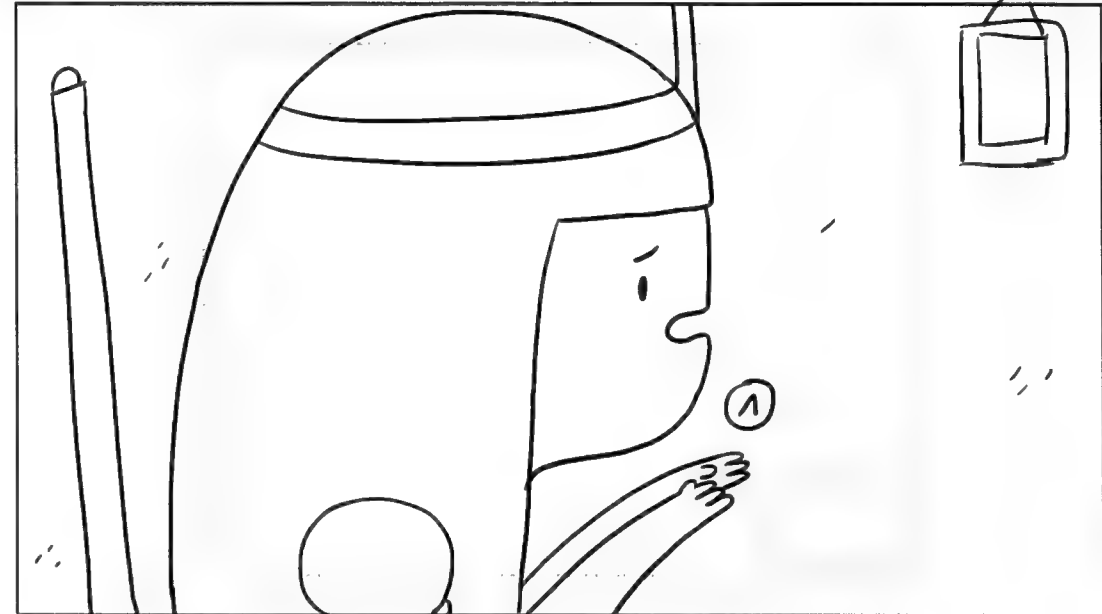


Sc. 82

Pnl. A

Bg.

day night



Dialog:

PB : I don't know who that is.

PB : I've lived my whole life,  
while having this talent I knew nothing about.

Acti

Tim



(A)

write cycle  
(A), (B), (A), (B)

(B)



EPISODE #

Production :

1042-250



# ADVENTURE TIME



Page 154

Sc. 83

Pnl. A

Bg.

day night

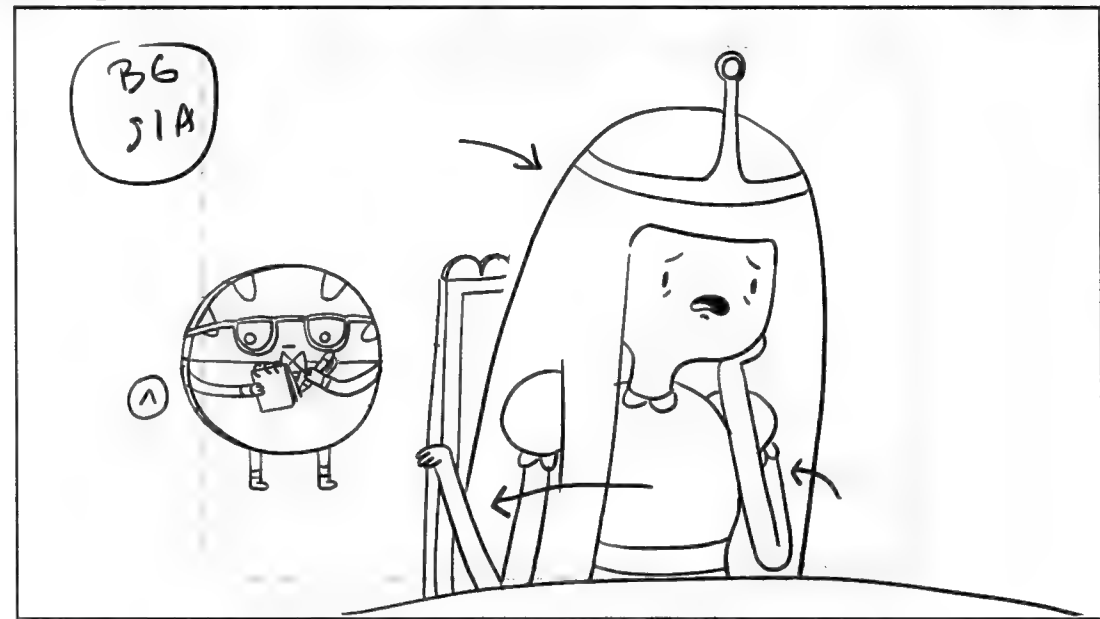


Sc. 83

Pnl. B

Bg.

day night



Dialog:

PB: I'm a scientist and, I ignored --

PB: CRUCIAL DATA ABOUT MYSELF.  
WHAT IF I --

Action:



Timing:

1042-251

EPISODE #

Production :



# ADVENTURE TIME



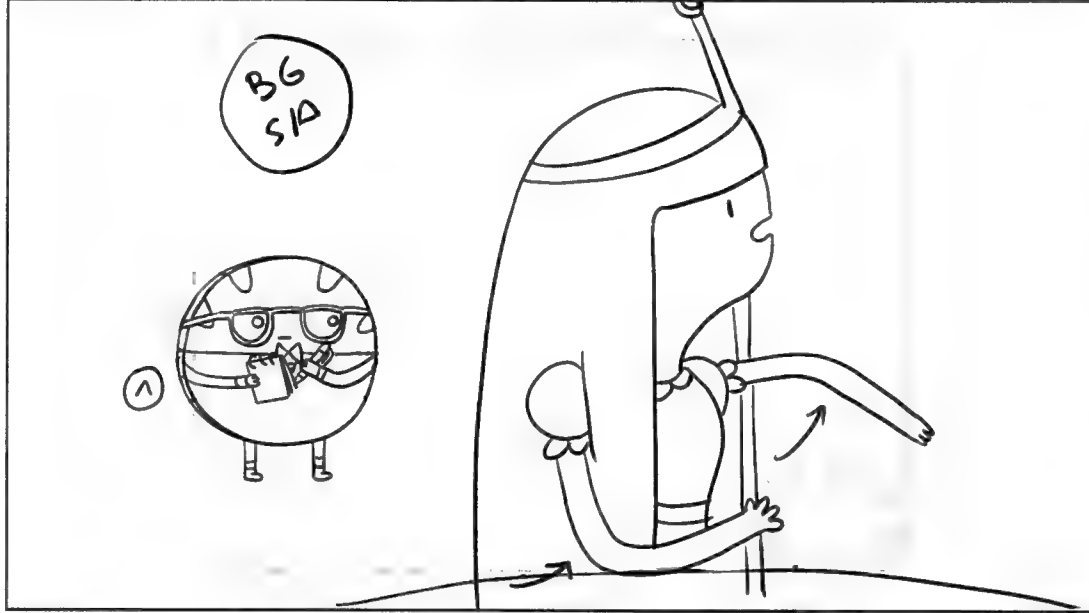
Page 155

Sc. 83

Pnl. C

Bg.

day night

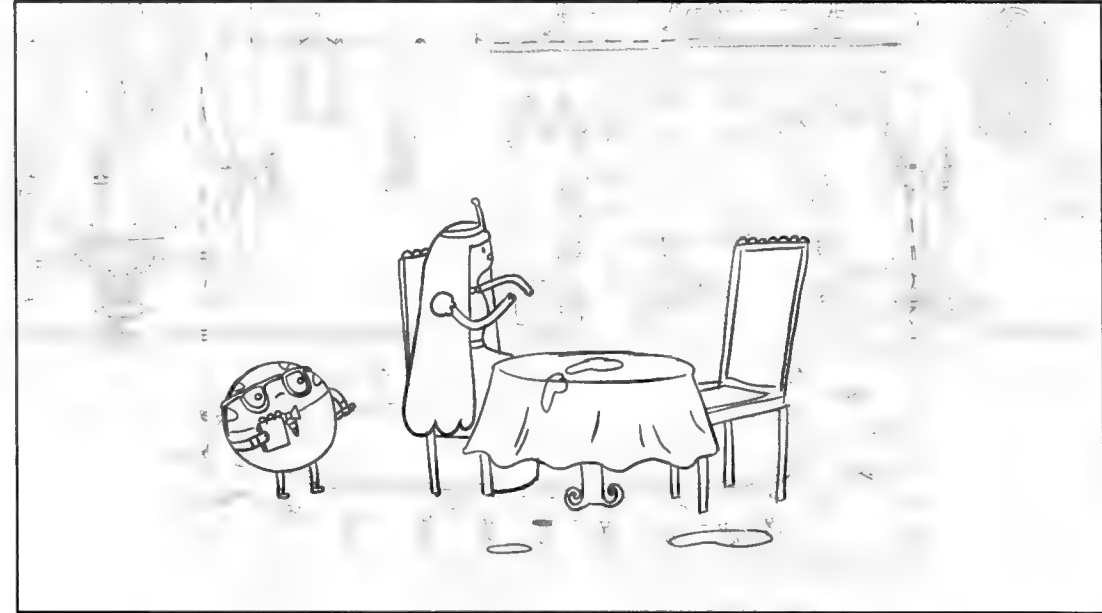


Sc. 84

Pnl. A

Bg.

day night



Dialog:	<u>SFX</u> * SIREN *	<u>SFX</u> : * SIREN *
Action:	- WARNING BELLS GO OFF.	
Timing:		

EPISODE # 1042-251

Production :



# ADVENTURE TIME



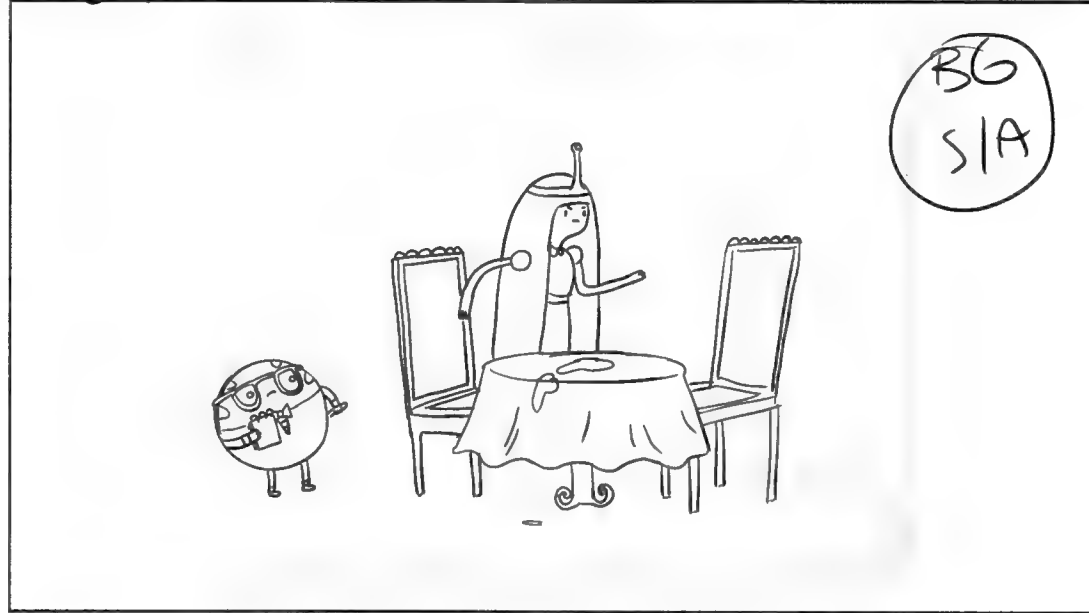
Page 156

Sc. 84

Pnl. B

Bg.

day night

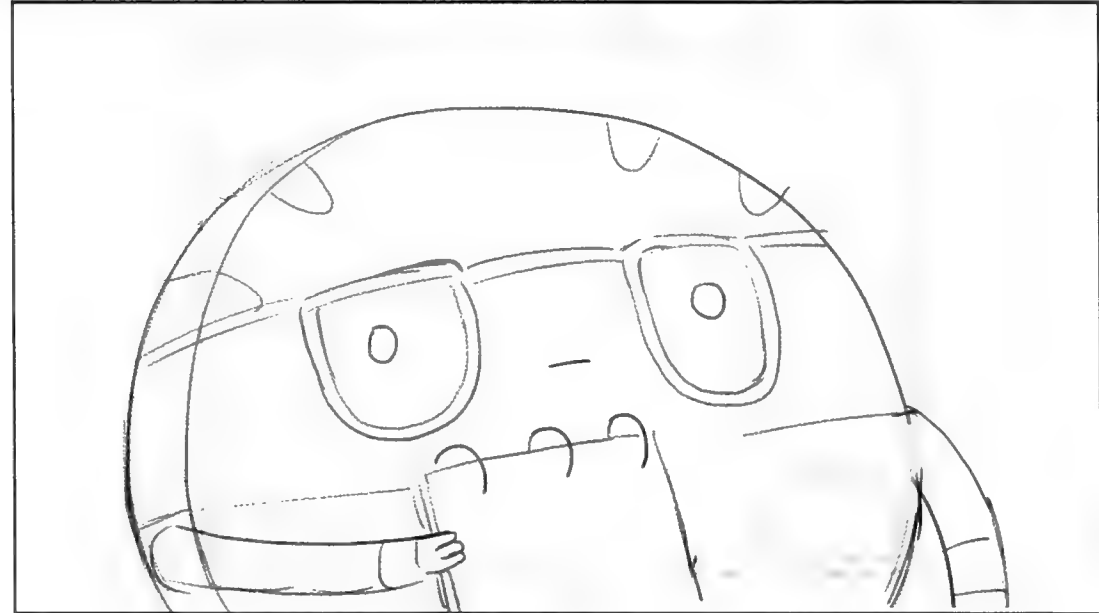


Sc. 85

Pnl. A

Bg.

day night



Dialog:

SFX: \*SIREN\*

Action:

-PB STANDS UP.

Timing:

EPISODE #

1042-250

Production :



# ADVENTURE TIME



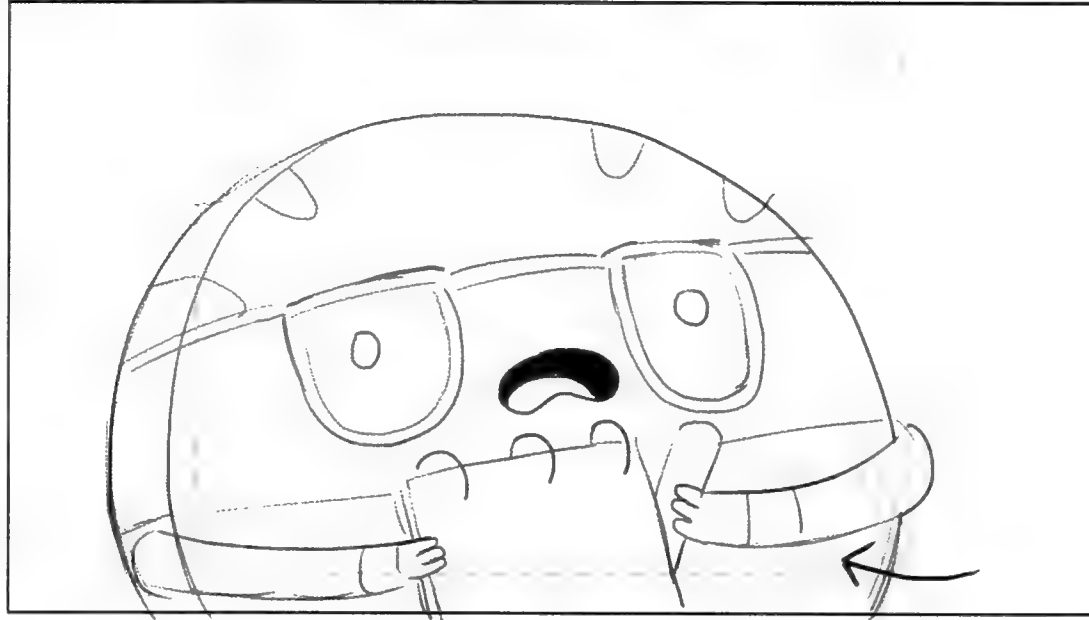
Page 157

Sc. 85

Pnl. B

Bg.

day night

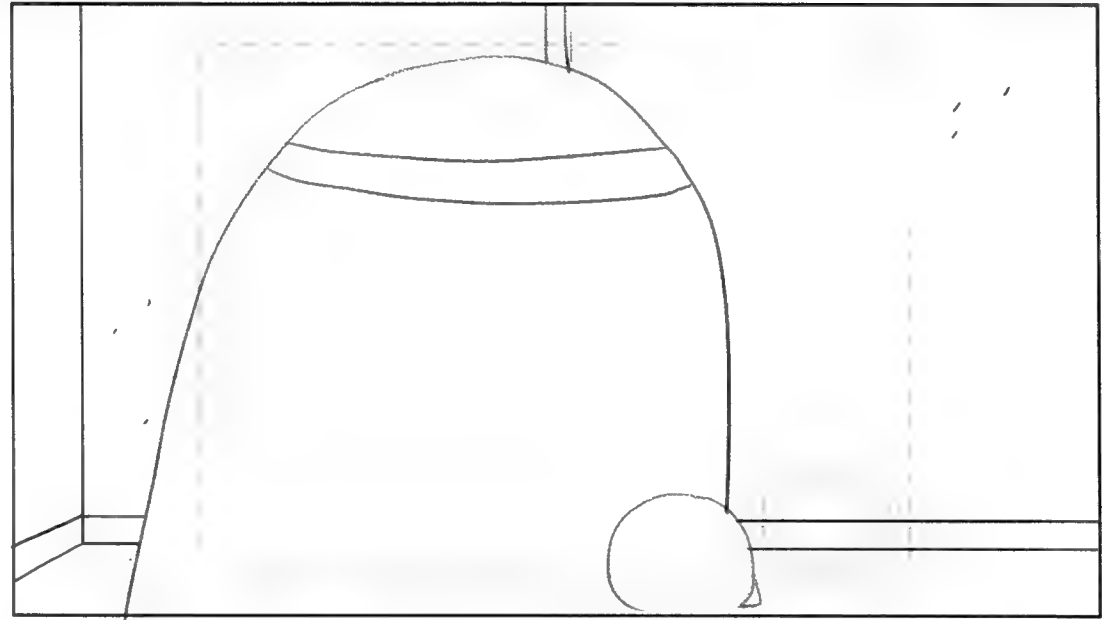


Sc. 86

Pnl. A

Bg.

day night



Dialog:

PepB : Wait! We were so close to a breakthrough,

Action:

Timing:

EPISODE #

1042-251

Production :

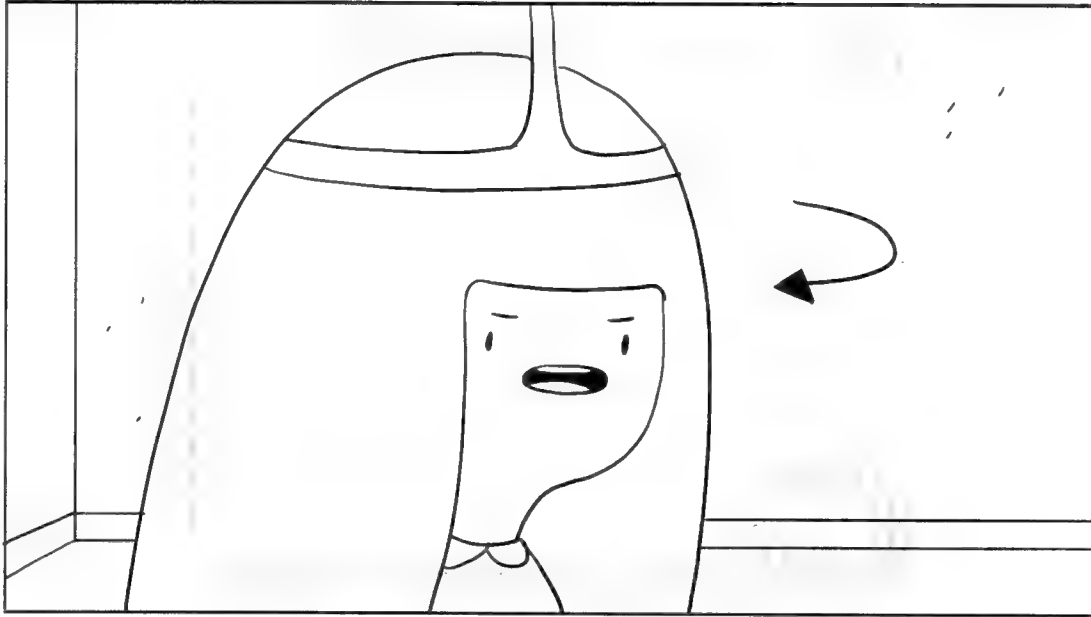


© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

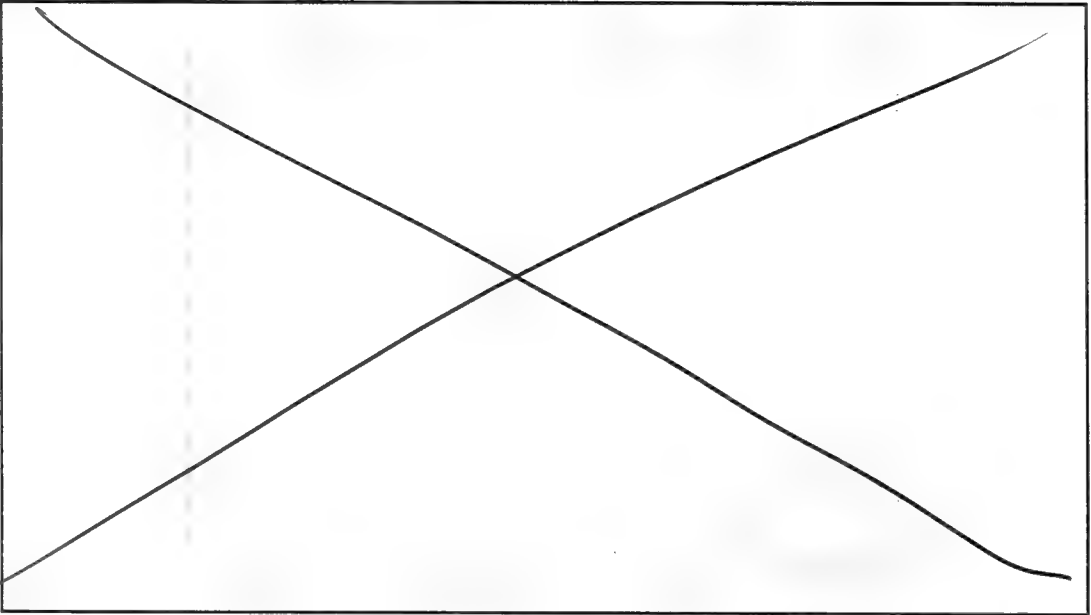
ADVENTURE TIME



Sc. 86 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:  
PB: I don't have time for breakthroughs.

Action:  
- PB TURNS TO LOOK AT PEP-BUT.

Timing:

1042-251  
EPISODE #  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 86A

Pnl. A

Bg.

day night

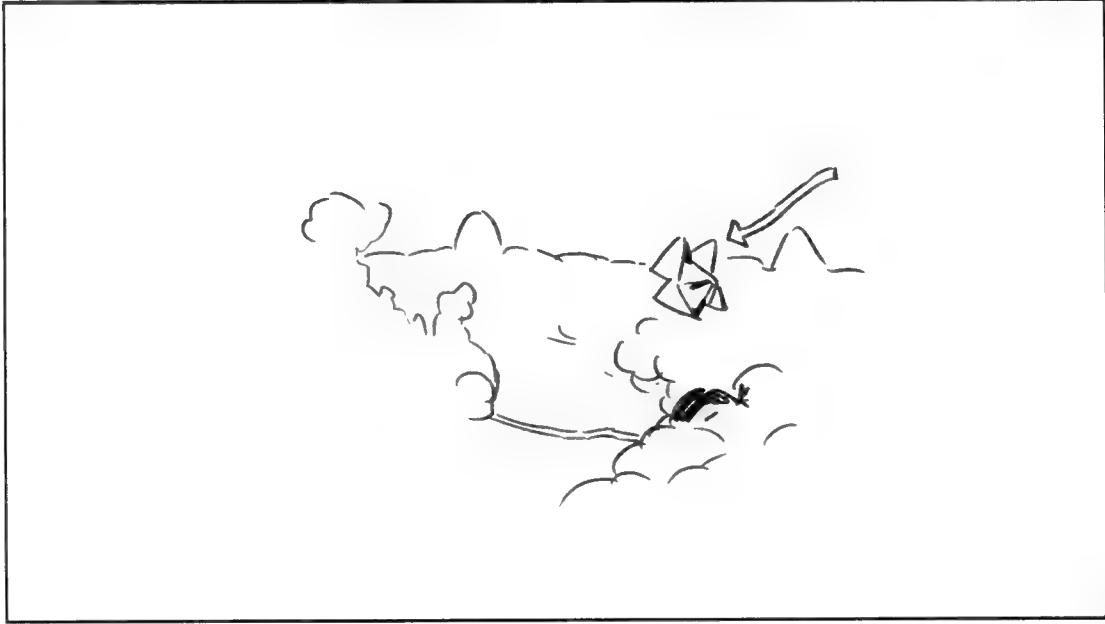


Sc. 86A

Pnl. B

Bg.

day night



Dialog:

Action: - CRYSTAL  
FORTUNE  
TELLER  
FLOATS ON/S



GUMBALL  
GUARDIANS  
"SLEEPING"

BANANA GUARD # 1: (0/5) C'MON, C'MON ...

- crystal fortune-teller flies toward Candy Kingdom

Timing:

EPISODE #

Production :

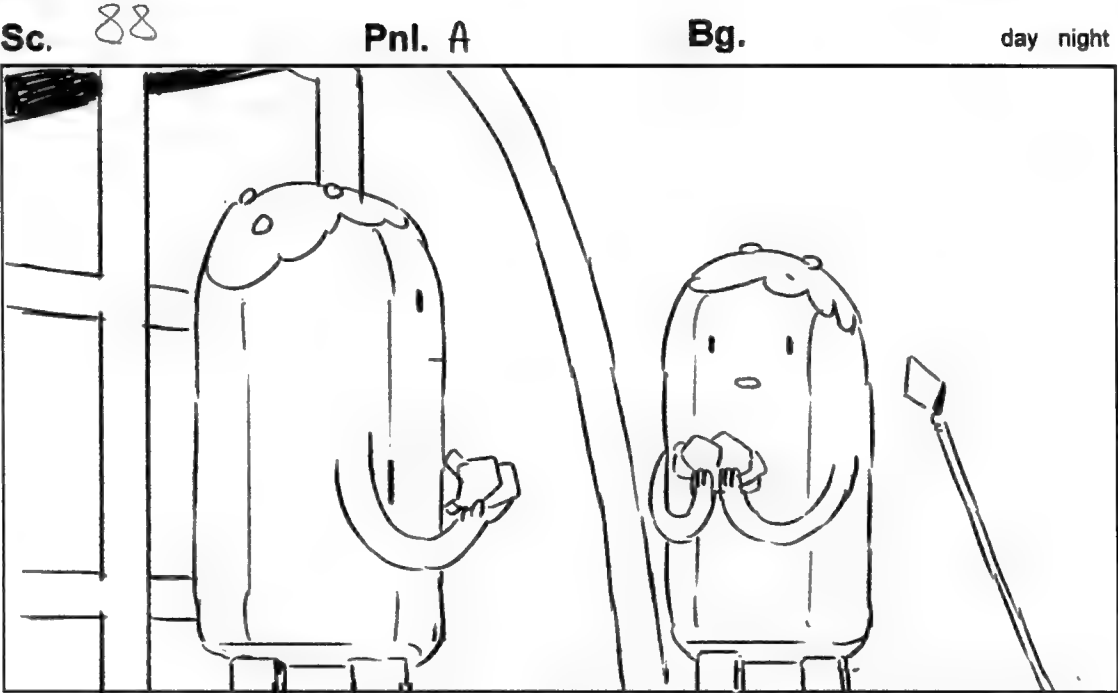
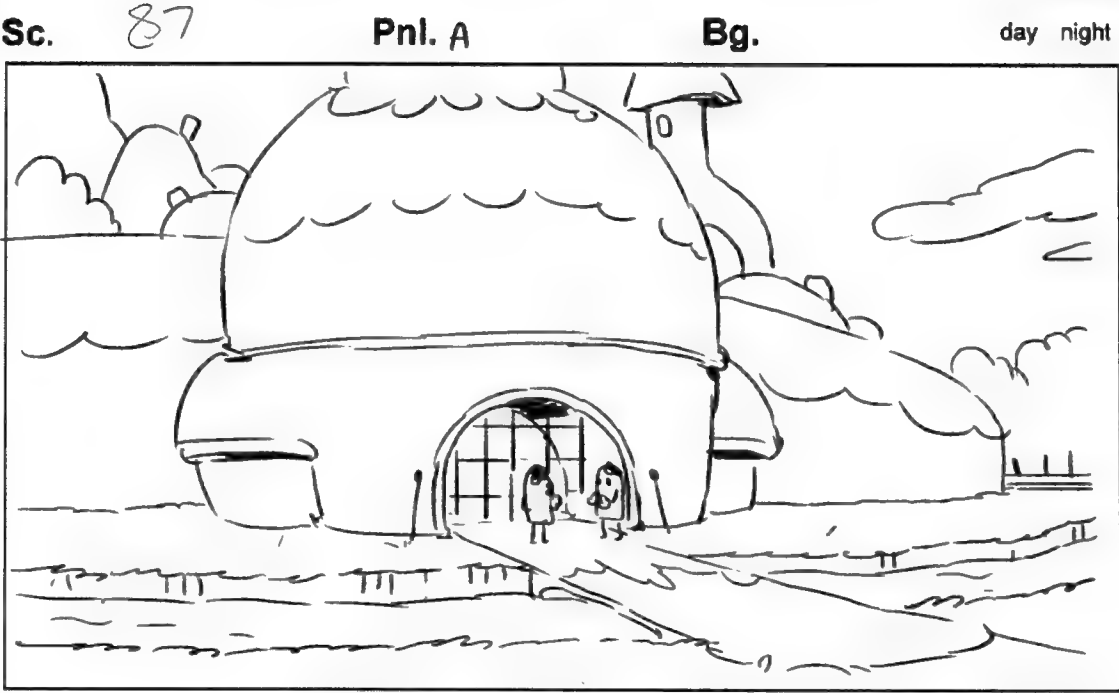



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 159



Dialog:	BG#1 : GIMMIE A GOOD DEAL THIS TIME.	BG#2 : OK, I'LL TRADE YOU A PIG... FOR AN...
Action:	( BananaGuards trading 'CardWars' cards )	
Timing:	 (B)	

EPISODE # 1042-250  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

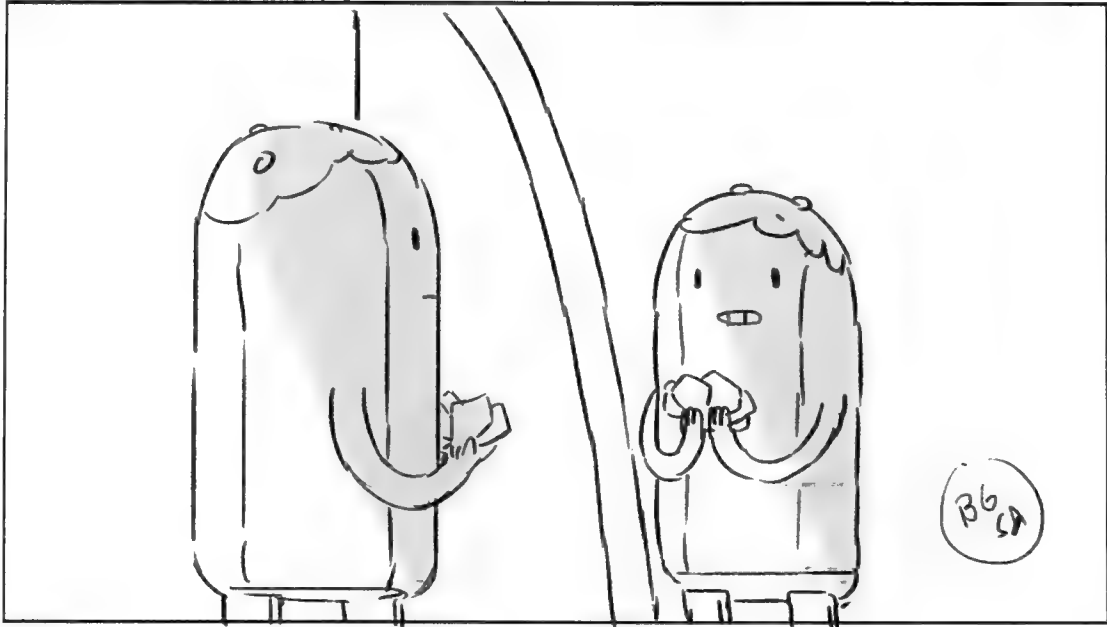


Sc. 88

Pnl. B

Bg.

day night

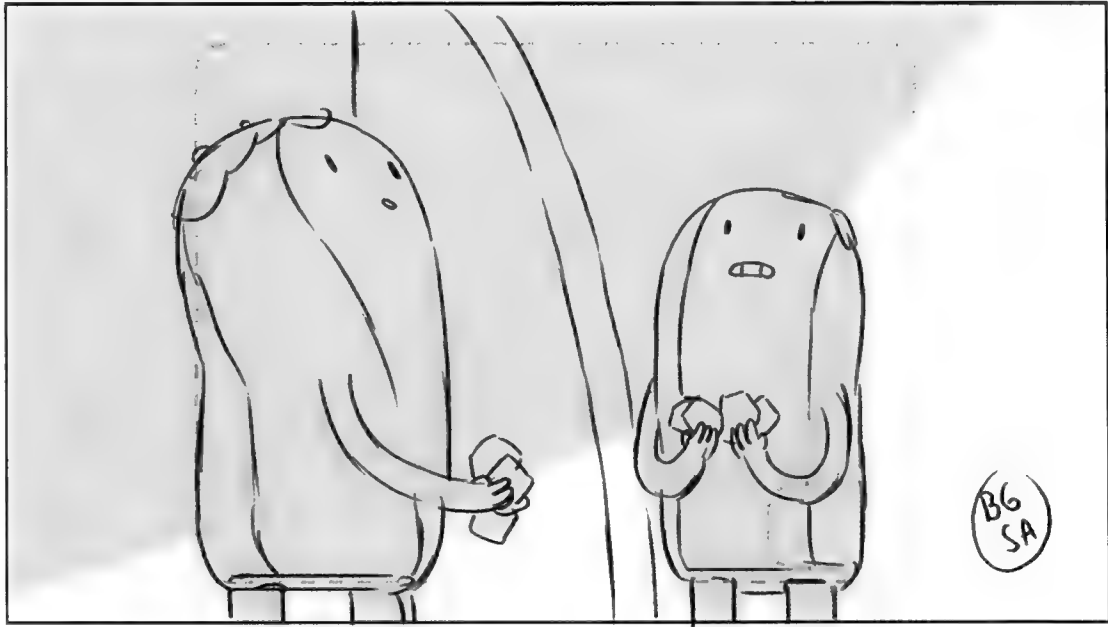


Sc. 88

Pnl. C

Bg.

day night



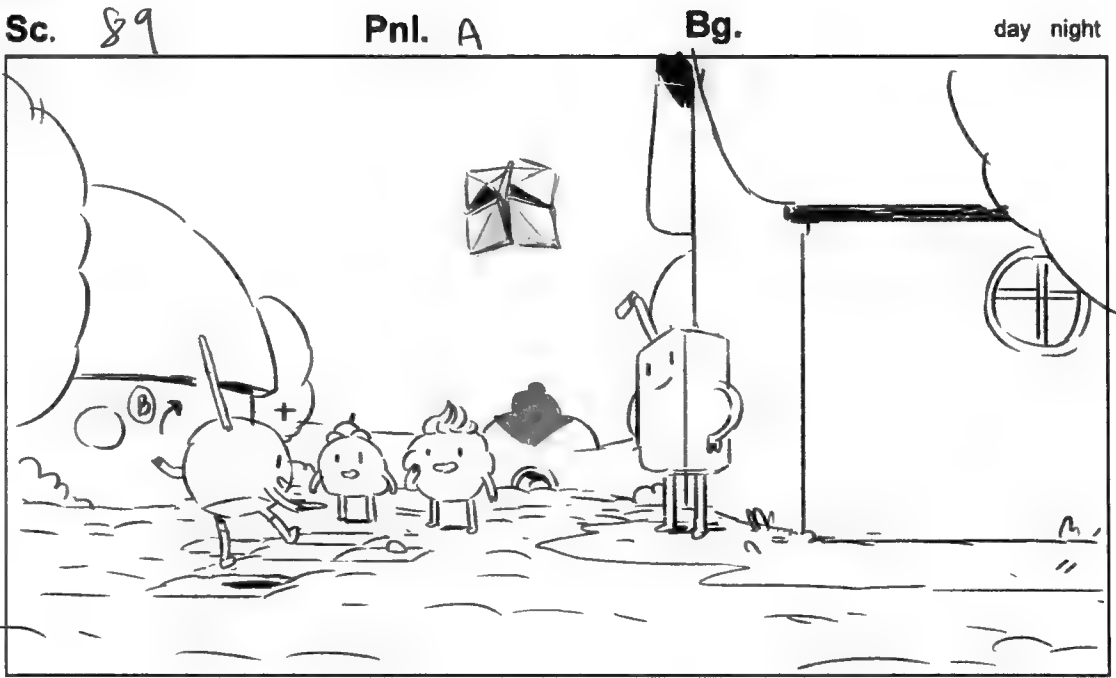
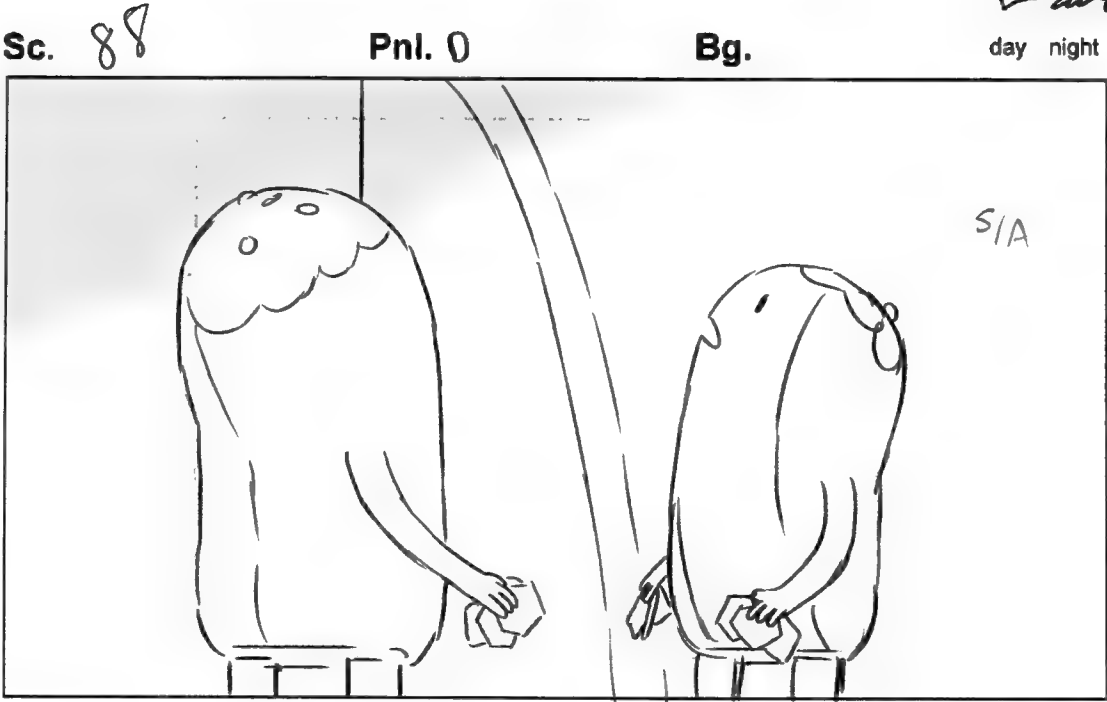
Dialog:	<p><u>BG#2</u>: ... ANCIENT SCHOLARRR--</p> <p><u>BG#2</u>: -- RRR-UH-OH.</p>	
Action:	<p>(a shadow pass over)</p> <p>- B.GUARDS LOOK UP.</p>	
Timing:		

EPISODE # 1042-250  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:

BG # 1: PRETTY.

Action:

Timing:

(Kids playing hopscotch)

A, B, C, D, C, D

EPISODE # 1042-250

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



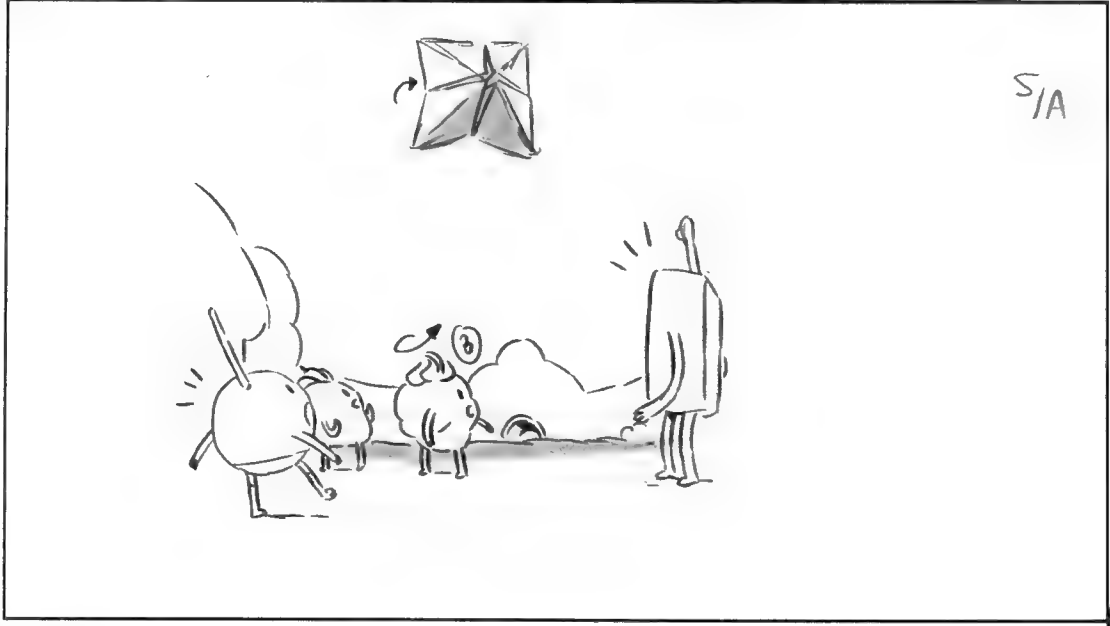
Page 162

Sc. 89

Pnl. B

Bg.

day night

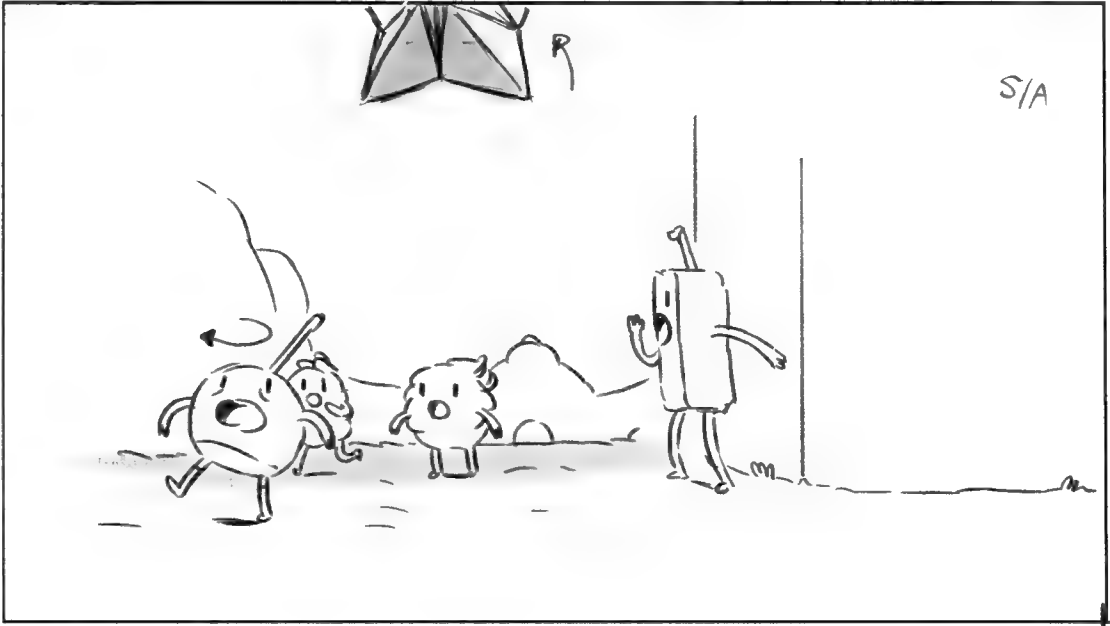


Sc. 89

Pnl. C

Bg.

day night



Dialog:

SFX: \* WHOOSH/RUMBLING \*

JUICE BOX: RUN SKIBBLES !!

Action:



~ FORTUNE TELLER  
FLOATS CLOSER.

Timing:

1042-250

EPISODE #

Production :



ADVENTURE TIME

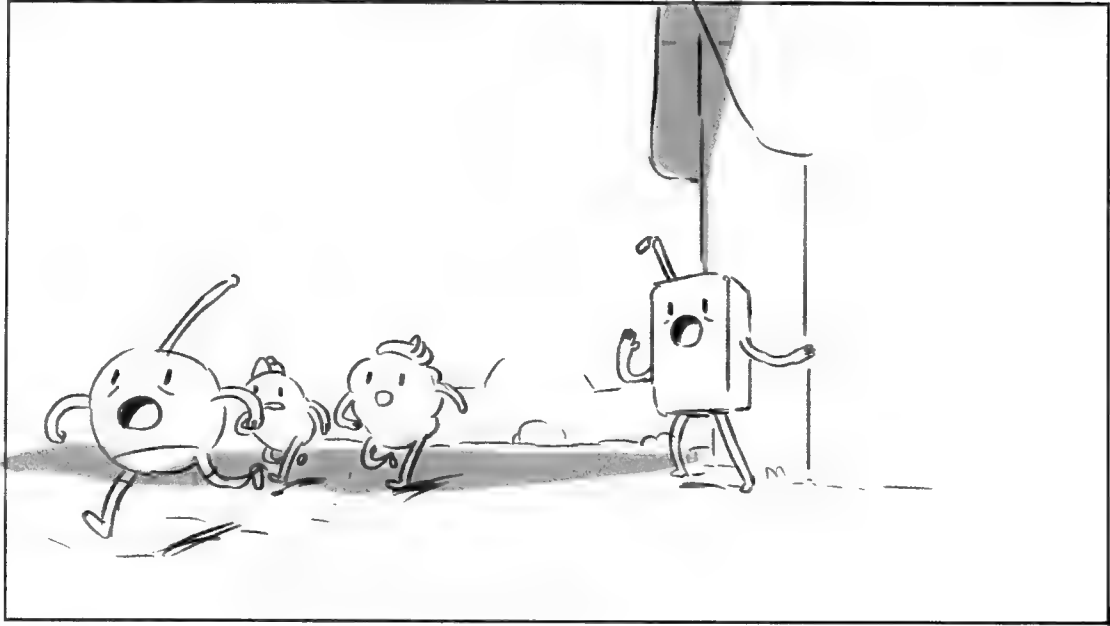


Sc. 89

Pnl. 0

Bg.

day night

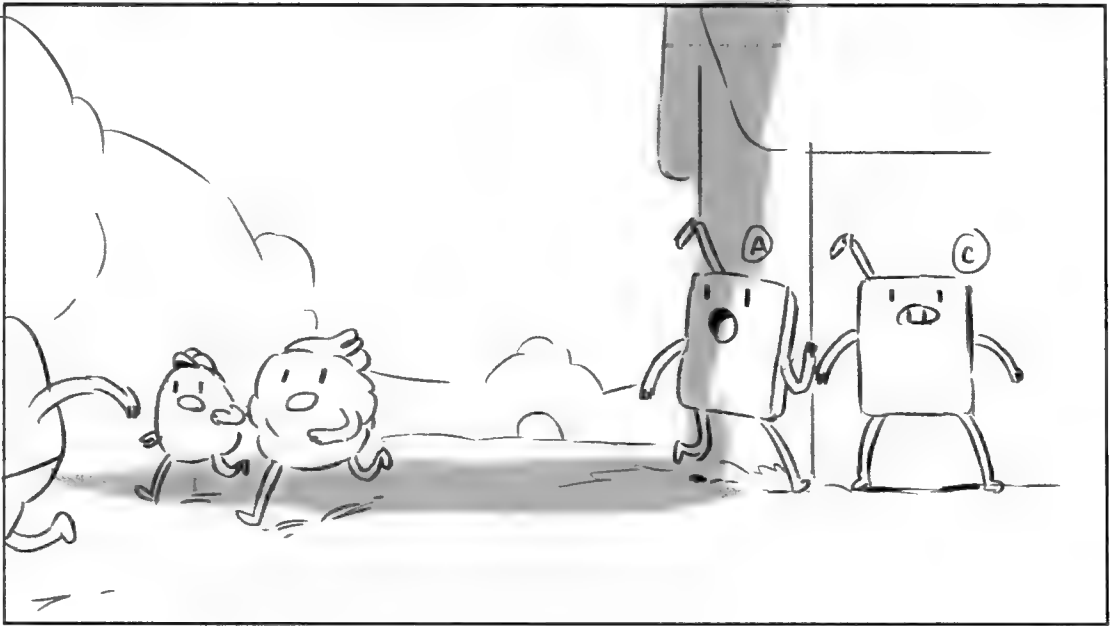


Sc. 89

Pnl. E

Bg.

day night



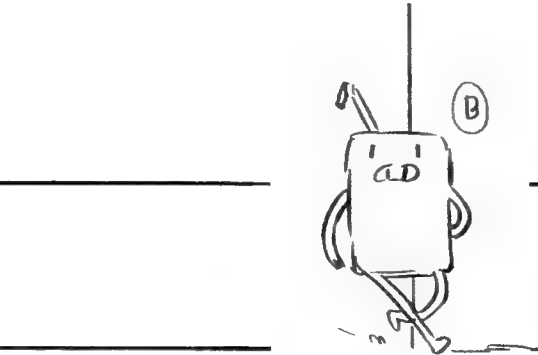
Dialog:

JB: RUN LIKE SYRUP!!

Action:

- CANDY KIDS RUN

Timing:



JUICE BOX.  
(hides round the edge)

1042-250

EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



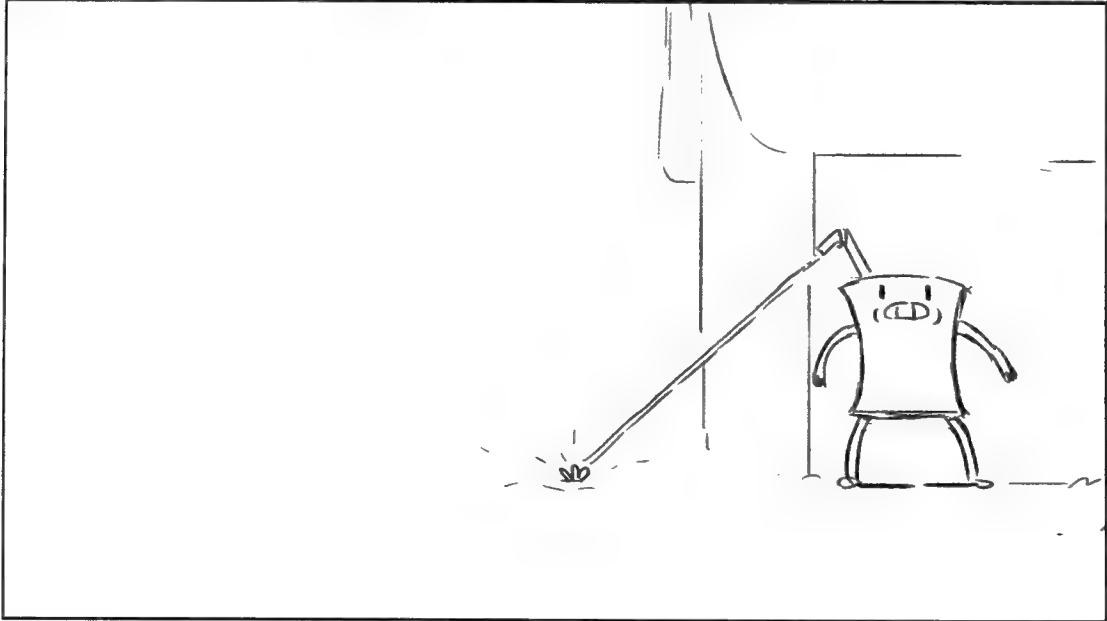
Page 164

Sc. 89

Pnl. F

Bg.

day night



Sc. 90

Pnl. A

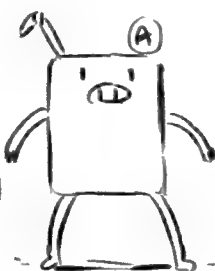
Bg.

day night



Dialog:

SFX: (tinkle sound)



Action:

- SHADOW CONTINUES 9/5.

(Like taking a deep breath)

Timing:

-JUICEBOX INHALES/ SHOOTS OUT JUICE STREAM.

CANDY PPL: PRINCESS BUBBLEGUM! PRINCESS BUBBLEGUM!



1042-250

EPISODE #

Production :



ADVENTURE TIME

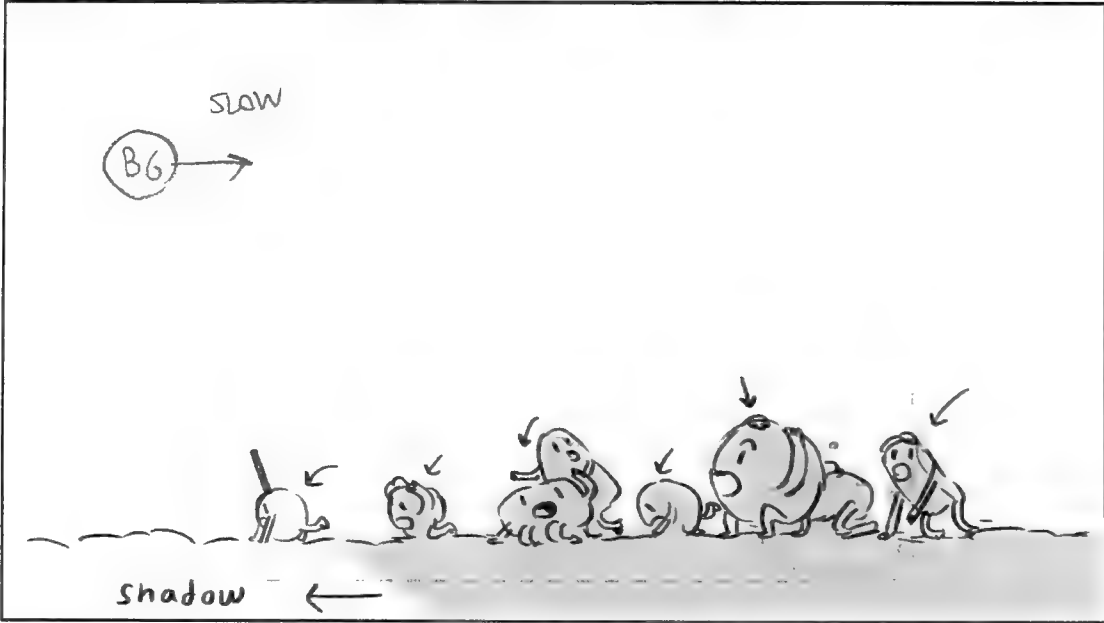


Sc. 90

Pnl. B

Bg.

day night

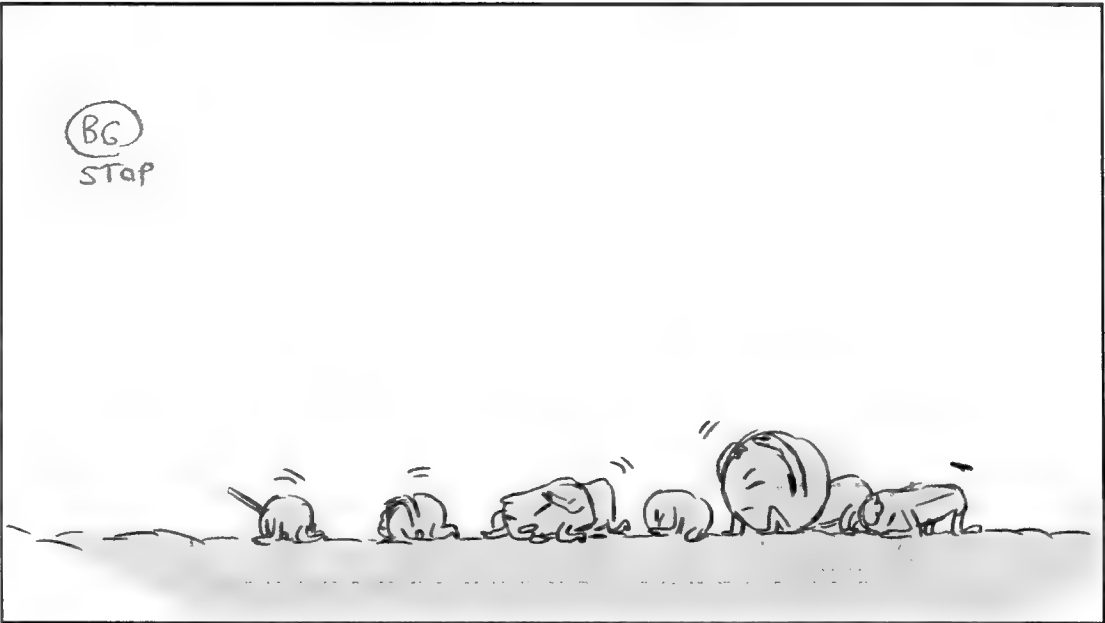


Sc. 90

Pnl. C

Bg.

day night



Dialog:	CANDY PPL: PRINCESS -- AHH!!	
Action:	- SHADOW OVERTAKES CANDY PEOPLE, THEY DUCK. (nervous)	
Timing:		

1042-250

EPISODE #

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

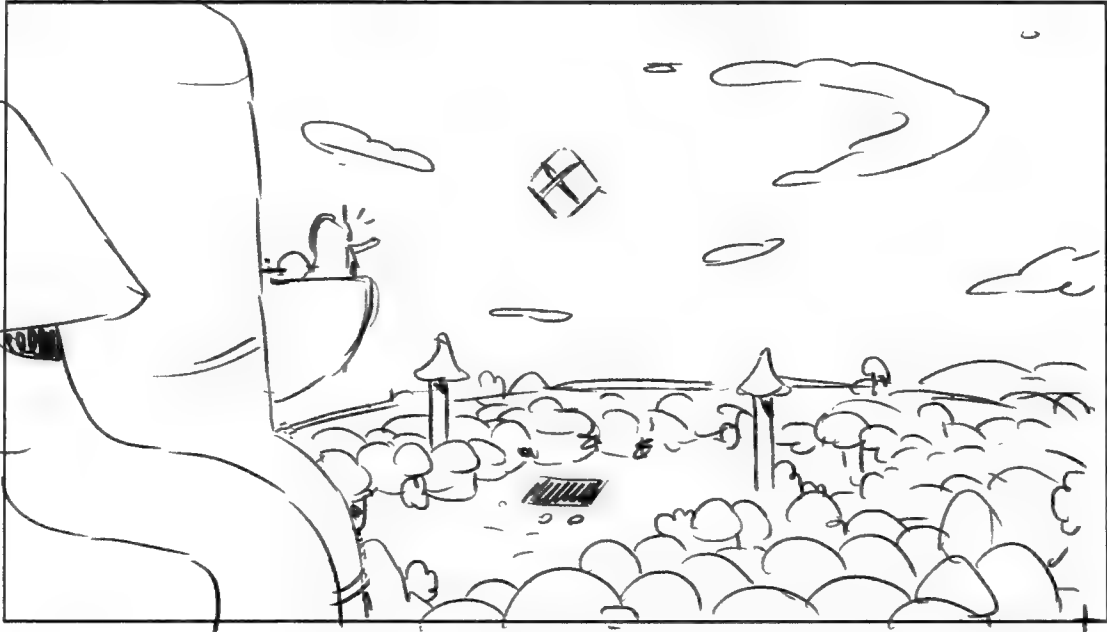


Sc. 91

Pnl. A

Bg.

day night

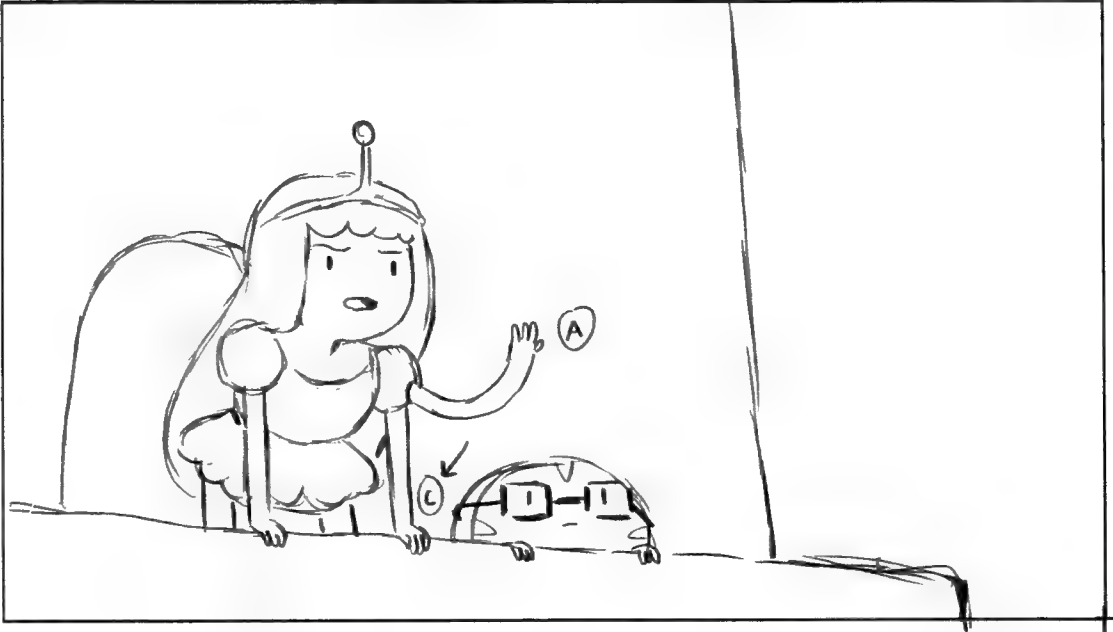


Sc. 92

Pnl. A

Bg.

day night



Dialog:

PB: SEE WHAT I MEAN?!

PB: THIS IS WHAT I HAVE TO DEAL WITH

Action:

- FT FLOATS ABOVE COWERING  
CANDY PEOPLE.

A,B,A,C



Timing:

EPISODE # 1042-250  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

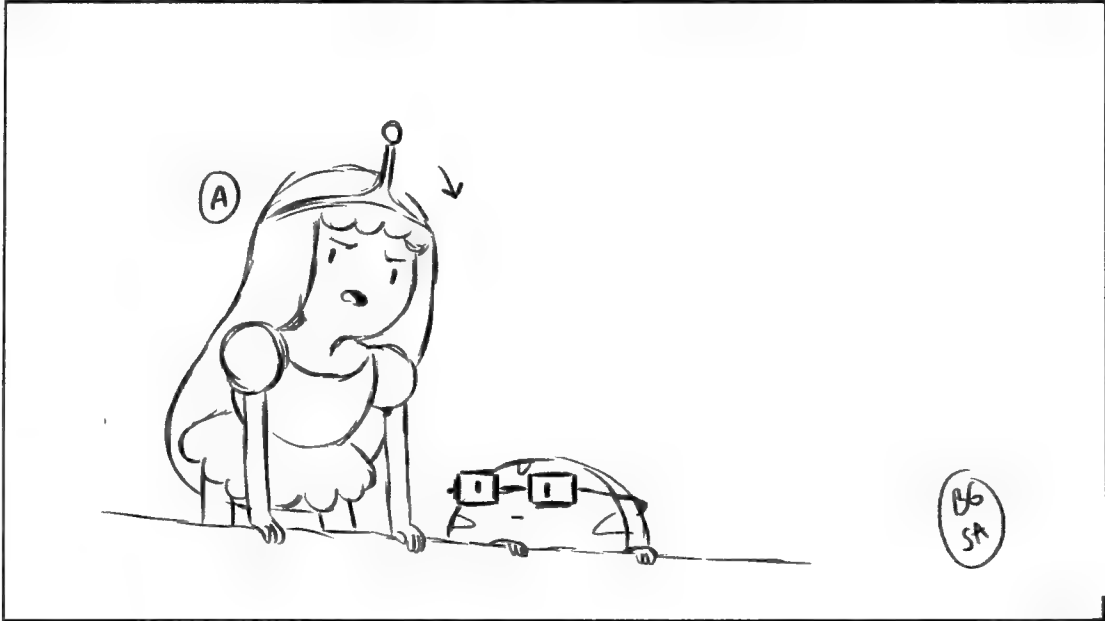


Sc. 92

Pnl. B

Bg.

day night

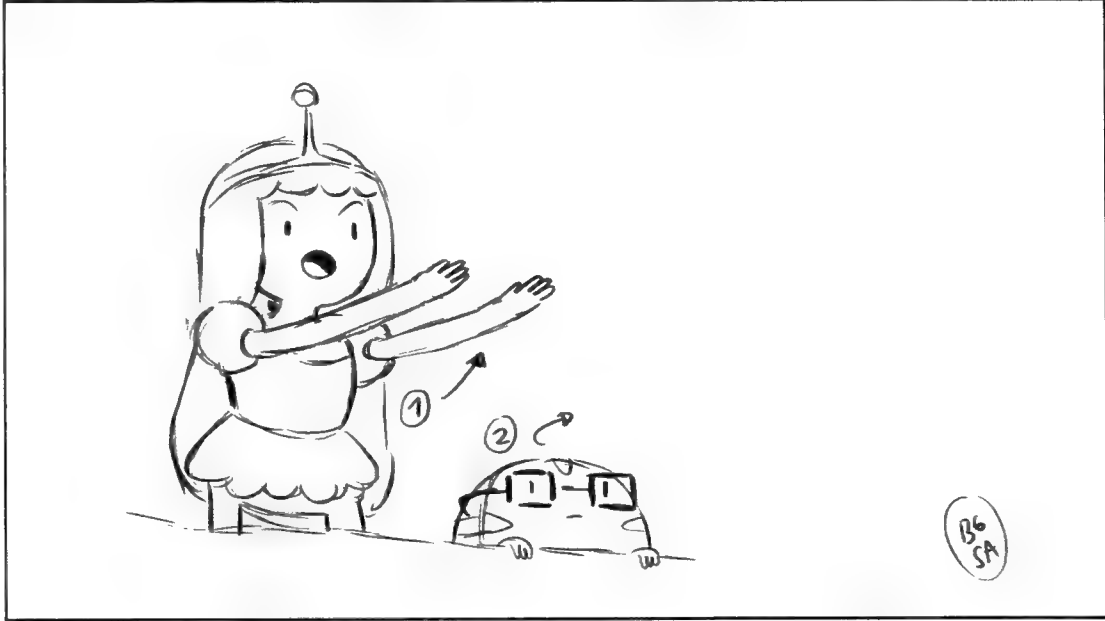


Sc. 92

Pnl. C

Bg.

day night

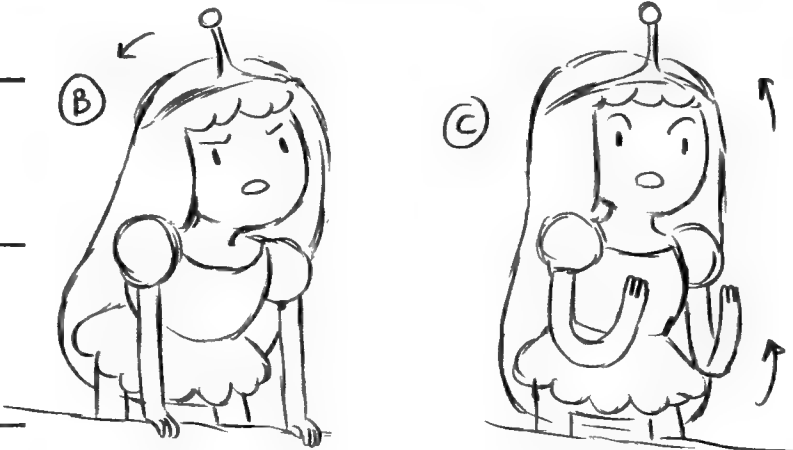


Dialog:

PB: (A) - GIANT, MYSTERIOUS,  
(C) WANNABE HEXAFEXAGON -

Action:

Timing:



PB: - CRYSTAL CREATURES !

1042-250

EPISODE #

Production :



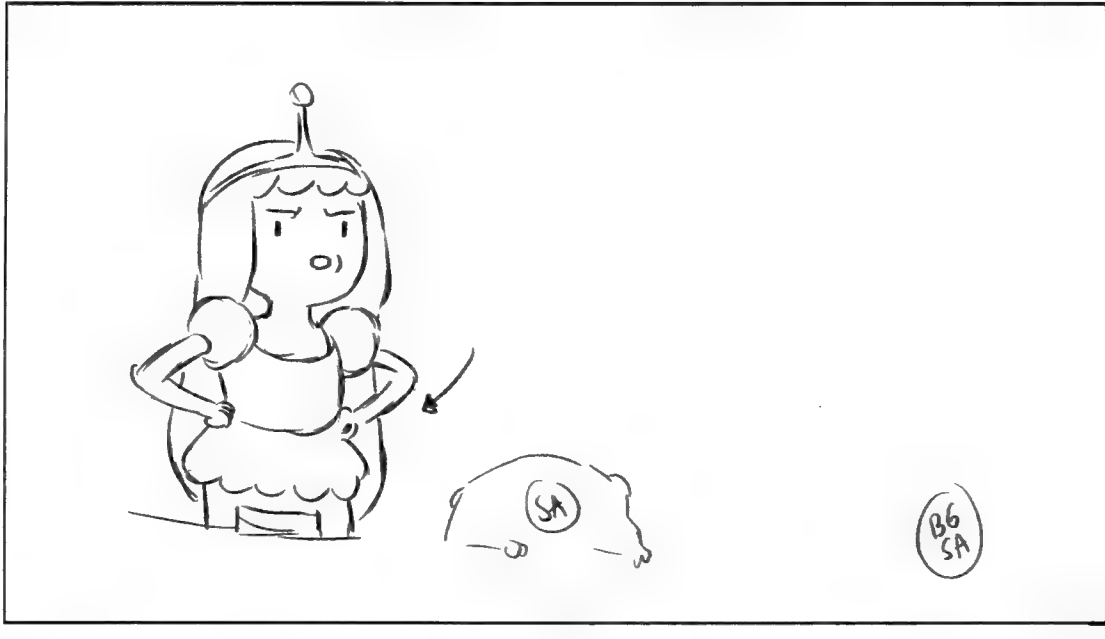
© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

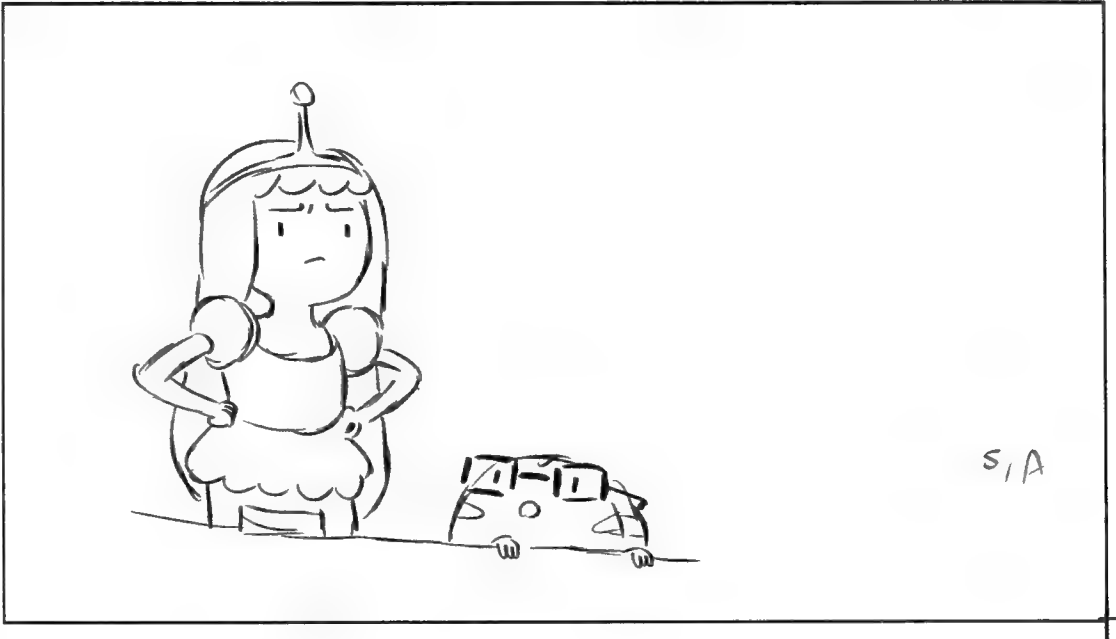


Page 168

Sc. 92 Pnl. D Bg. day night



Sc. 92 Pnl. E Bg. day night



Dialog:	PB: (PFH!)	PEP: ALLOW ME PRINCESS.
Action:		
Timing:		

1042-250  
EPISODE #  
Production :

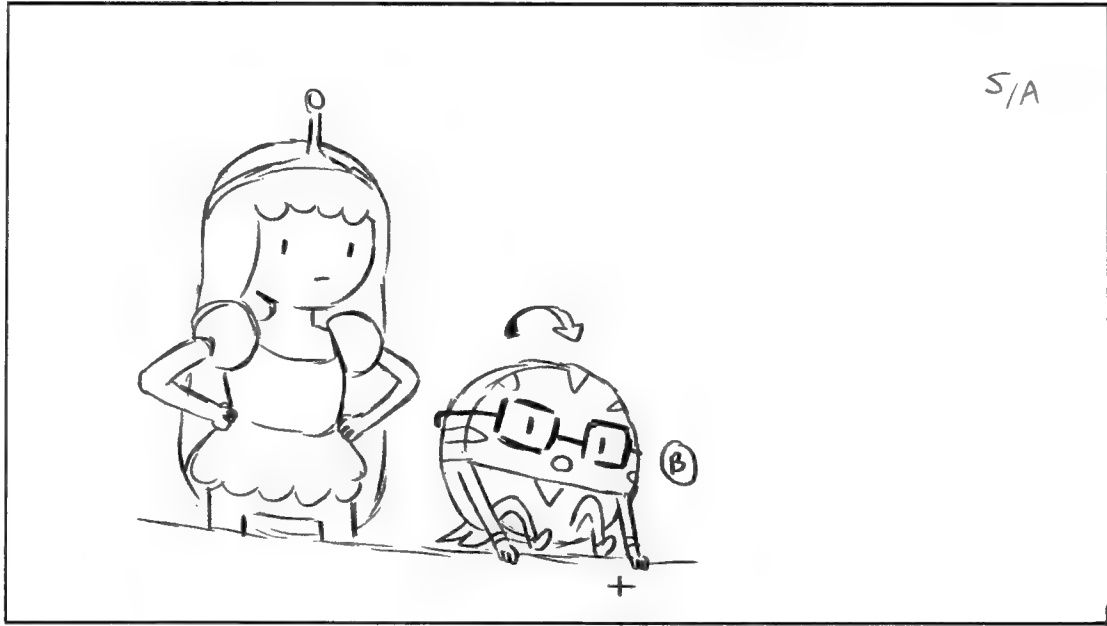


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

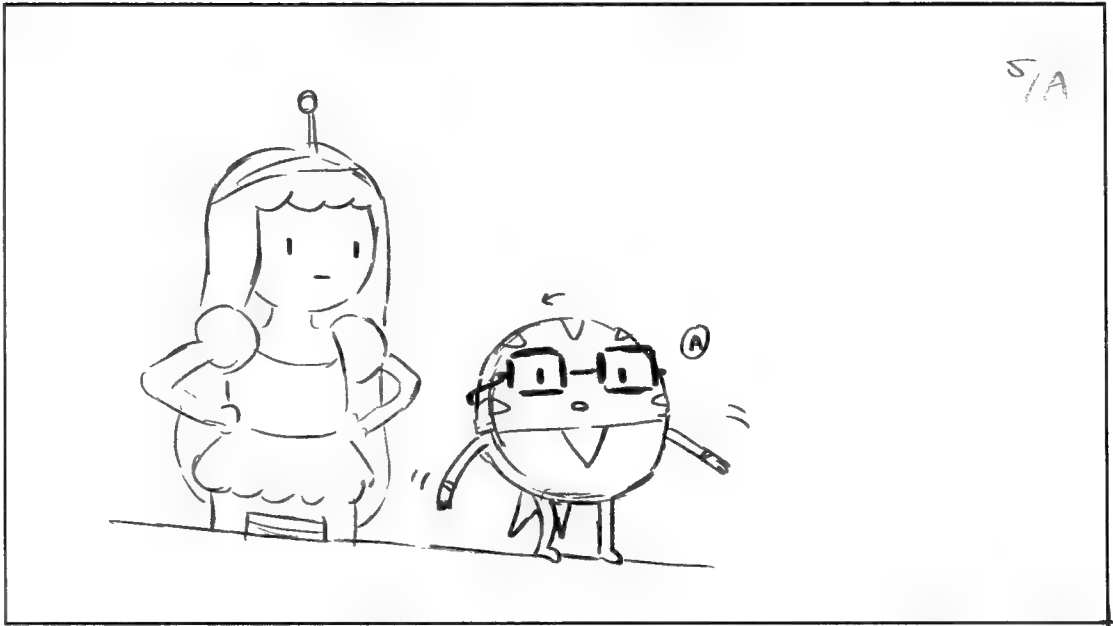
ADVENTURE TIME






Sc. 92 Pnl. F Bg. day night



Sc. 92 Pnl. G Bg. day night



Dialog: PEP: HUPP!

Acti   \_\_\_\_\_  \_\_\_\_\_

Timing: \_\_\_\_\_ ( quick, small wiggles from side to side )  
A,B,A

1042-250 EPISODE # Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

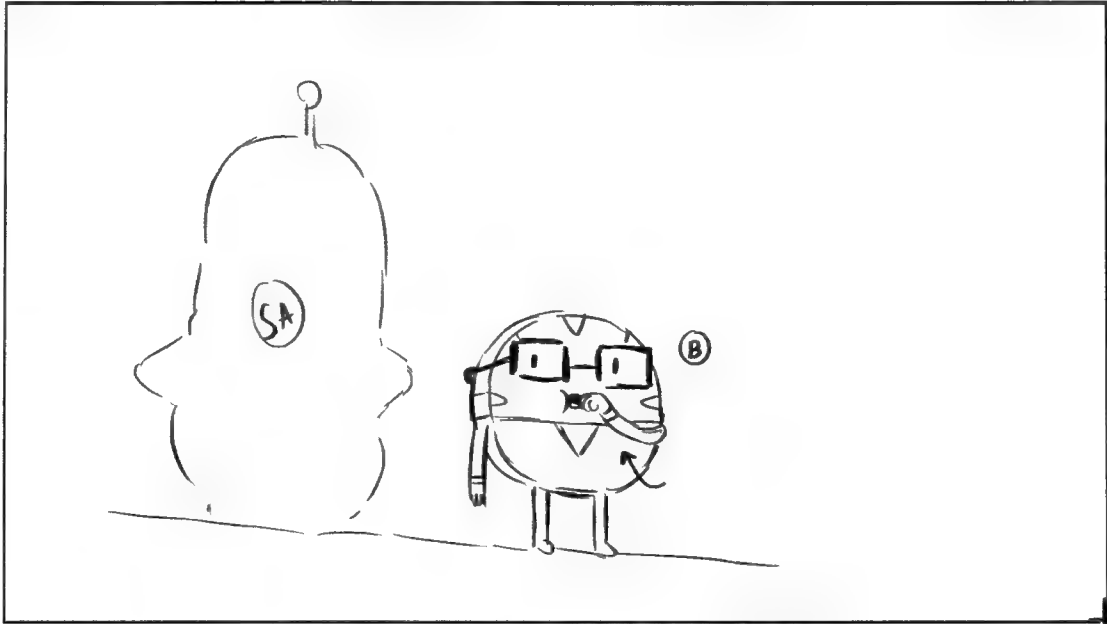


Sc. 92

Pnl. H

Bg.

day night



Sc. 93

Pnl. A

Bg.

day night



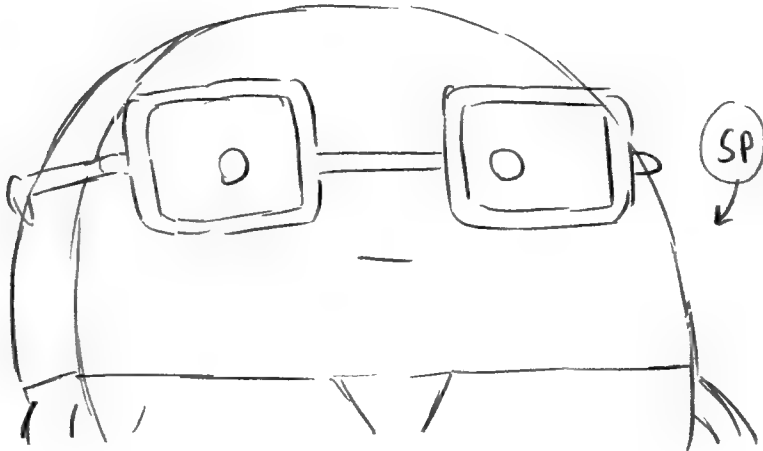
Dialog: PEP: [CLEARS THROAT]

Action: (wiggles stops)

Timing:



PEP: HEY CRYSTAL ENTITY!



1042-250

EPISODE #

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



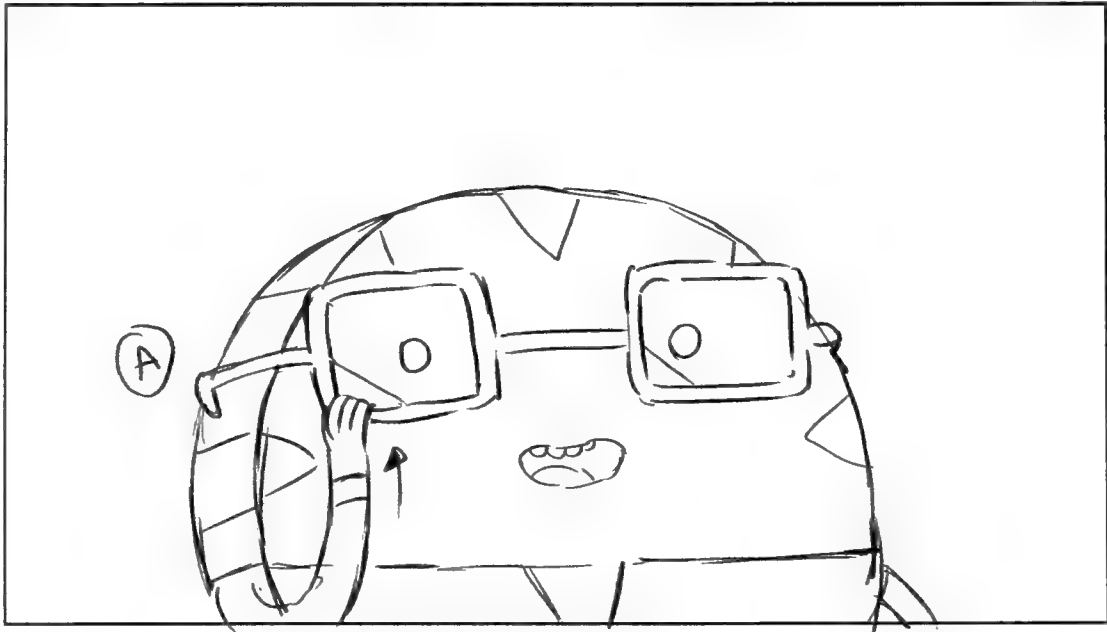
Page 171

Sc. 93

Pnl. B

Bg.

day night

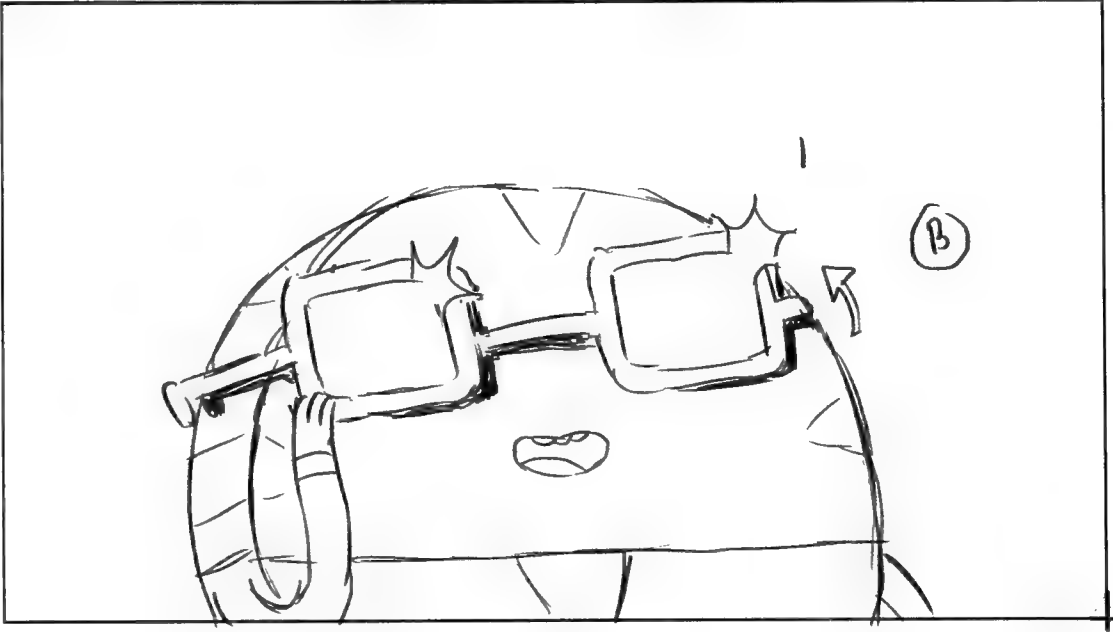


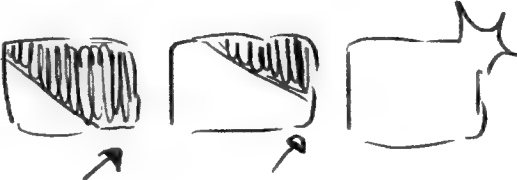
Sc. 93

Pnl. C

Bg.

day night



Dialog:	<p><u>PEP</u> : KINDLY STATE YOUR BUSINESS BEFORE THE PRINCESS ... --</p>
Action:	<div></div>
Timing:	<p>WHITE STRONG REFLECTION TRAVEL ACROSS GLASSES ENDING IN A FLASH. AS HE LIFTS/TILTS THEM.</p>

1042-250

EPISODE #

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 93 Pnl. (D) Bg. day night

Sc. 93 Pnl. E Bg. day night

Dialog: PEP: OR FACE AN ETERNITY — (CUT) (PEP) IN HORRIBLE TORTURE —

Action:

Timing:

scary eyes like end of "Death in Bloom"

1042-250  
EPISODE #  
Production :

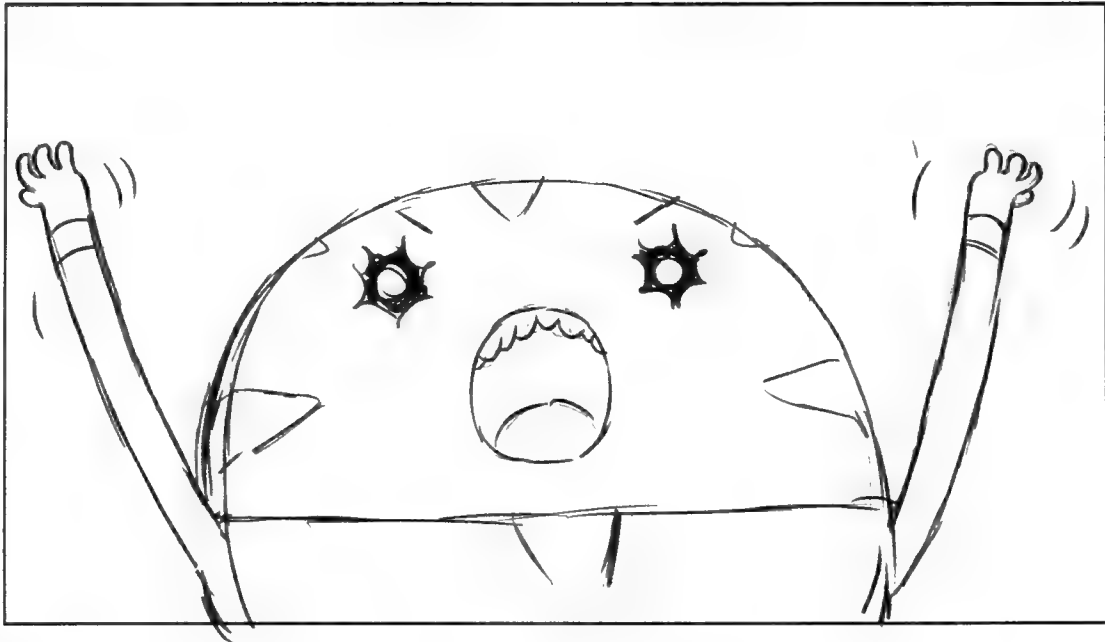


© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

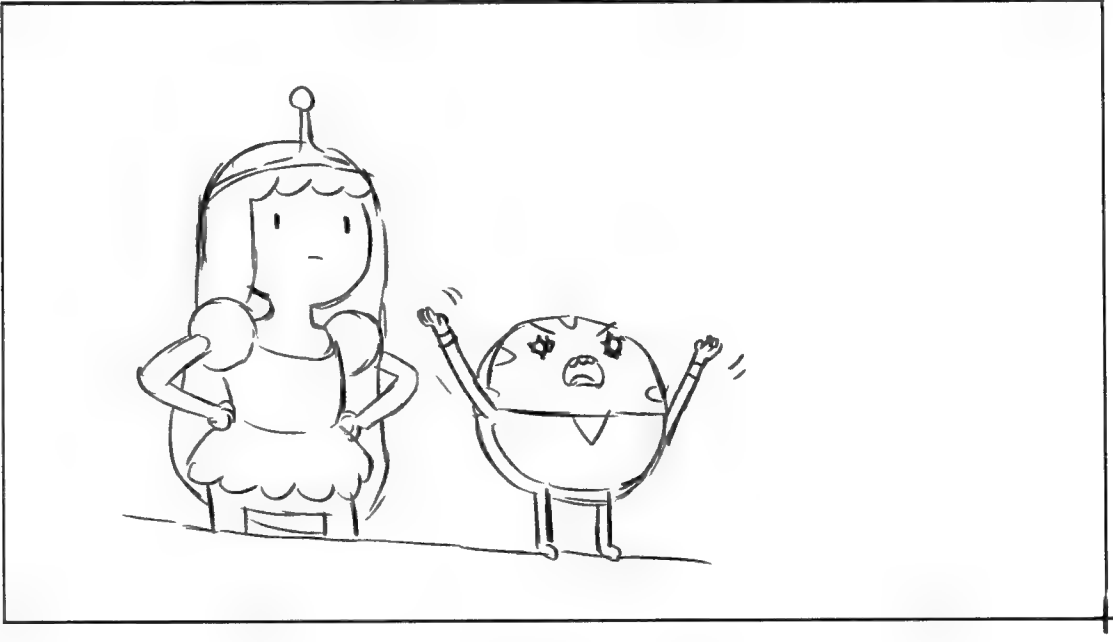
ADVENTURE TIME



Sc. 93 Pnl. F Bg. day night



Sc. 94 Pnl. A Bg. day night



Dialog:	PEP: AT THE VILE HANDS OF THE DARK FORCES -	PEP: -I COMMAAAND!!
Action:	- ARMS SHAKE A LITTLE, LIKE A DRAMATIC PREIST.	
Timing:		

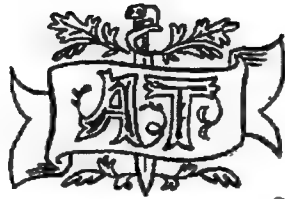
1042-250

EPISODE #

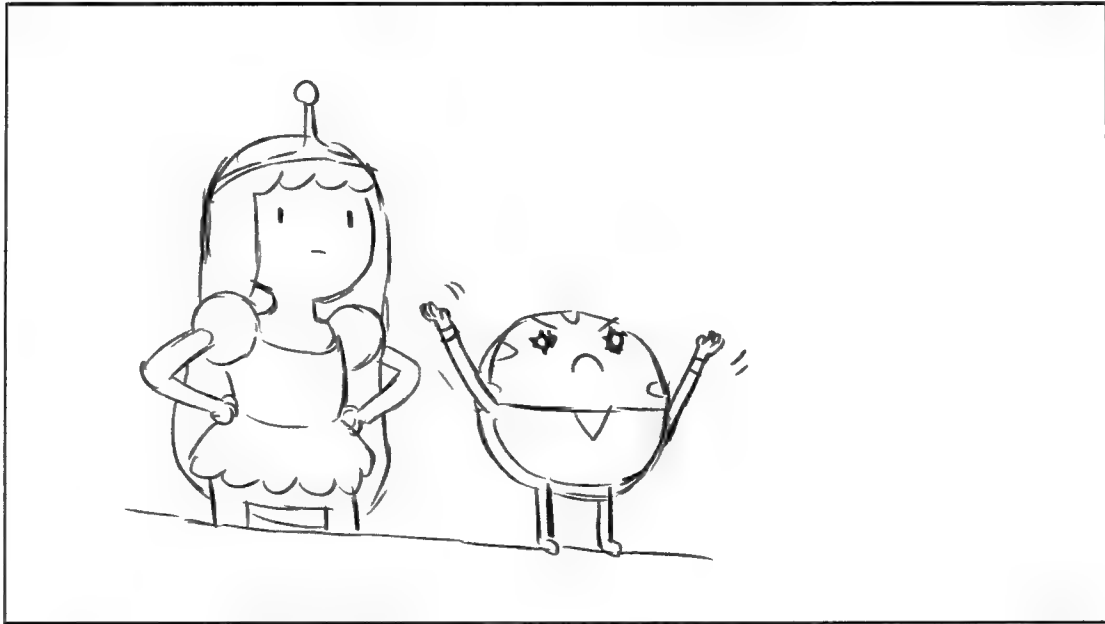
Production :



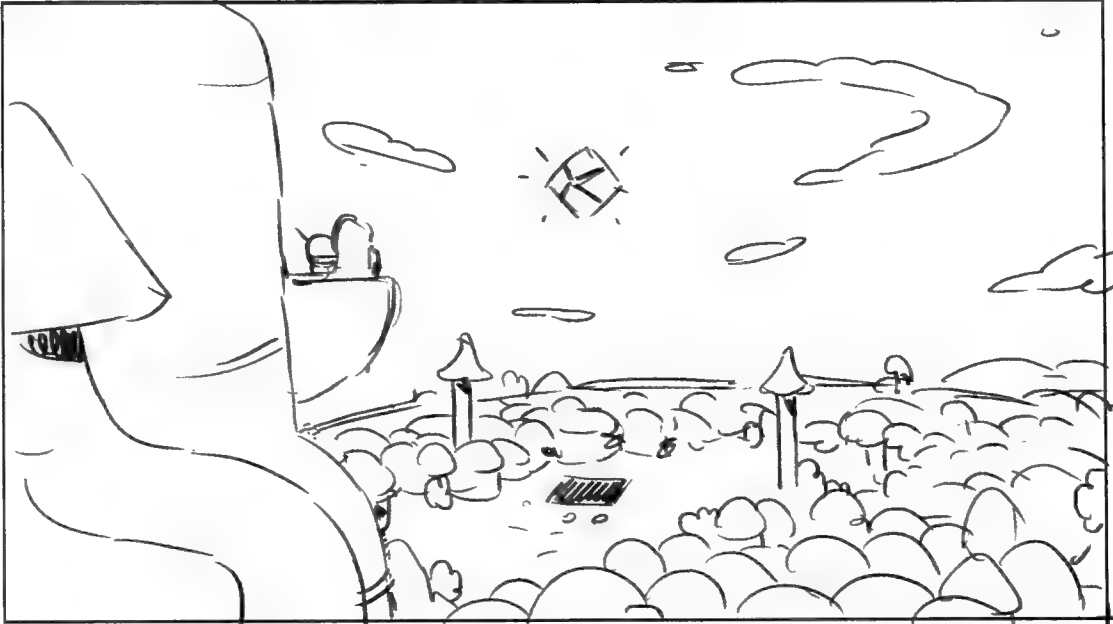
ADVENTURE TIME



Sc. 94 Pnl. B Bg. day night



Sc. 95 Pnl. A Bg. day night



Dialog:	<p>BEAT.</p> <p><u>FORTUNE TELLER</u>: PICK A NUMBER ...</p>
Action:	<p>-arms still shaking a bit,</p>
Timing:	

1042-250  
EPISODE #  
Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 96

Pnl. A

Bg.

day night

Sc. 96

Pnl. B

Bg.

day night

S/A

Dialog:	PEP: HAH! THIS IS SOME WEAK FIRST GRADER MAGICIAN WE'RE DEALING WITH.
Action:	
Timing:	

EPISODE # 1042-250

Production :

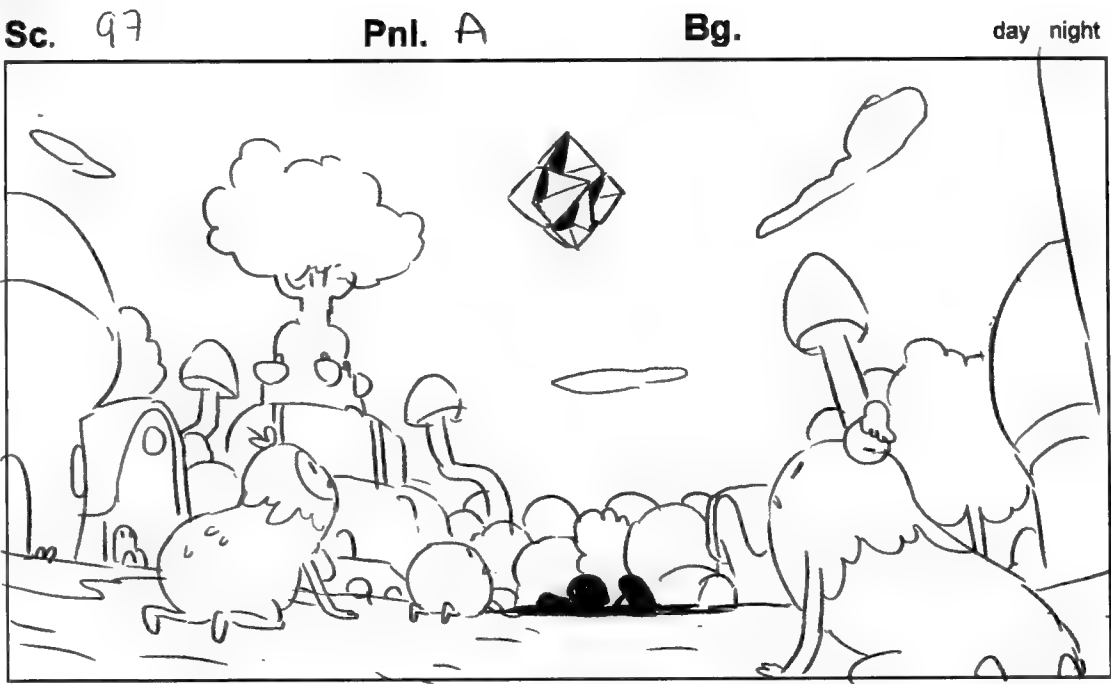
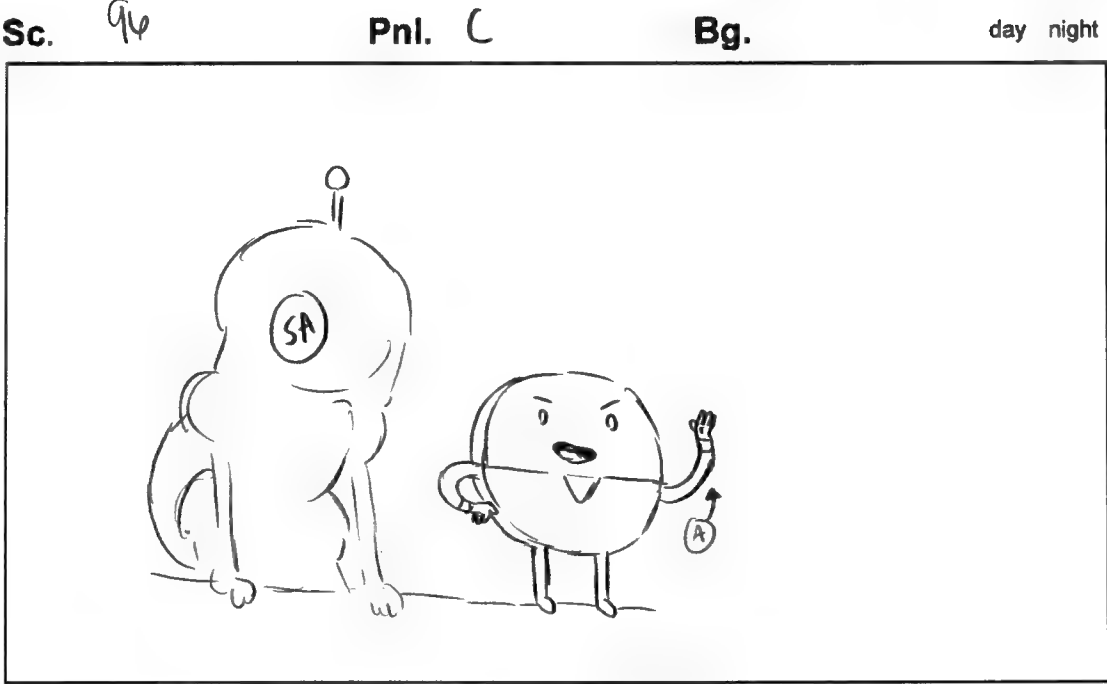


© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 176



Dialog:

PEP: ONLY A REAL IDIOT WOULD  
FALL FOR THIS GUY.

FT: PICK A NUMBER...

Action:



Timing:

EPISODE# 1042-250  
Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 98

Pnl. A

Bg.

day night

Sc. 98

Pnl. B

Bg.

day night

S/A

Dialog:	FT: PICK A NUMBER. . . .
Action:	- CANDY PEOPLE LOOK UP.
Timing:	

EPISODE # 1042-250

Production :

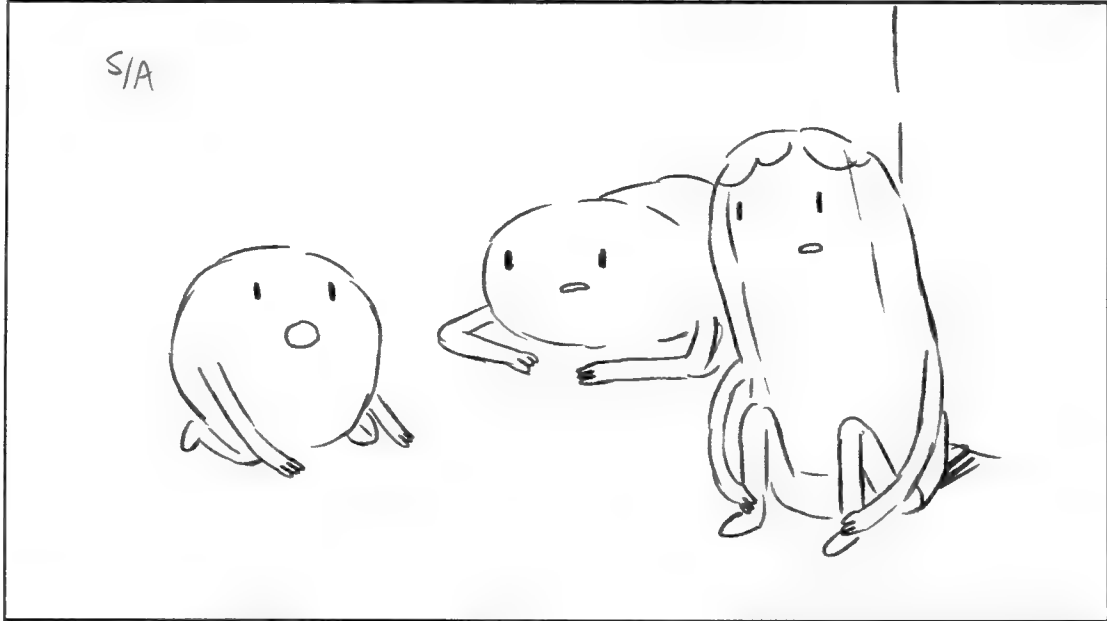


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

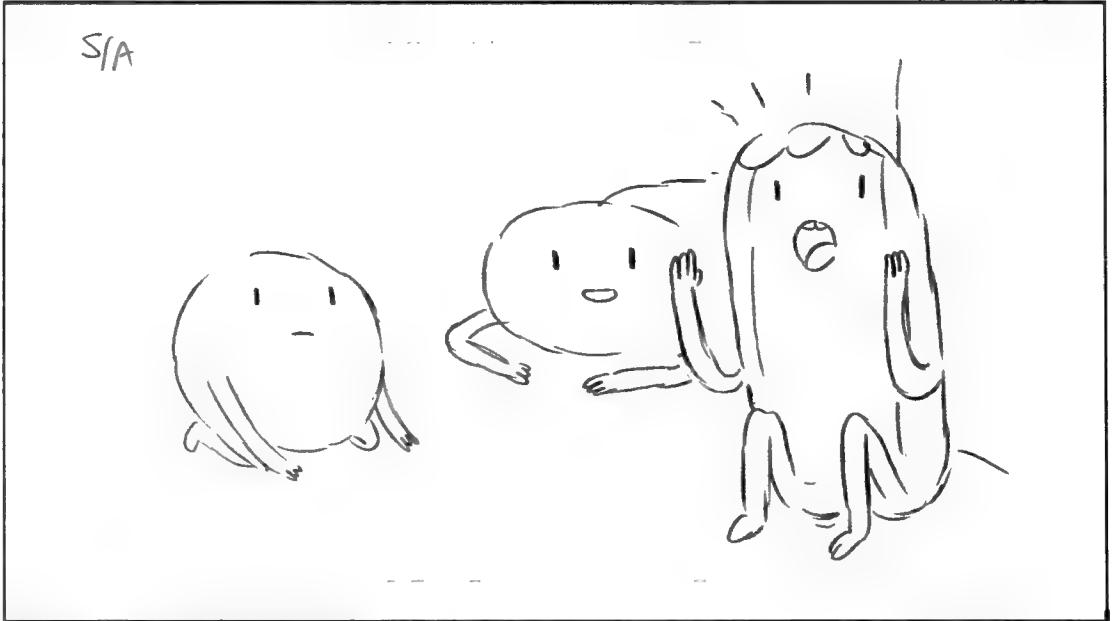
ADVENTURE TIME



Sc. 98 Pnl. C Bg. day night



Sc. 98 Pnl. D Bg. day night



Dialog:	
CANDY KID #1: FOUR?	BANANA GUARD #1: YEAH - FOUR,!
Action:	
Timing:	

1042-250  
EPISODE #  
Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

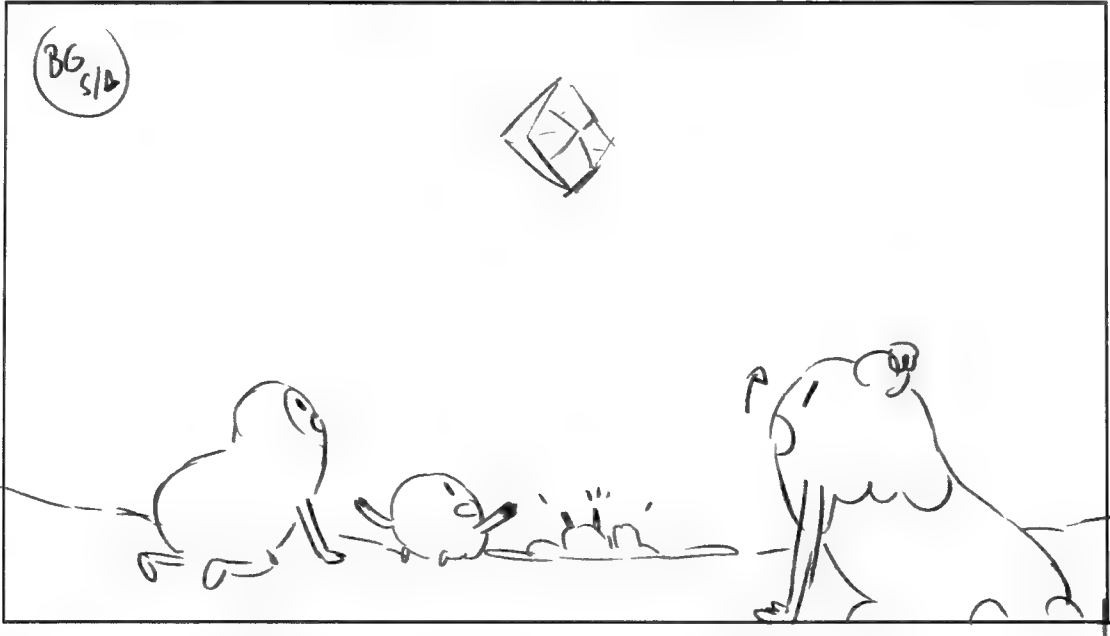


Sc. 99

Pnl. A

Bg.

day night

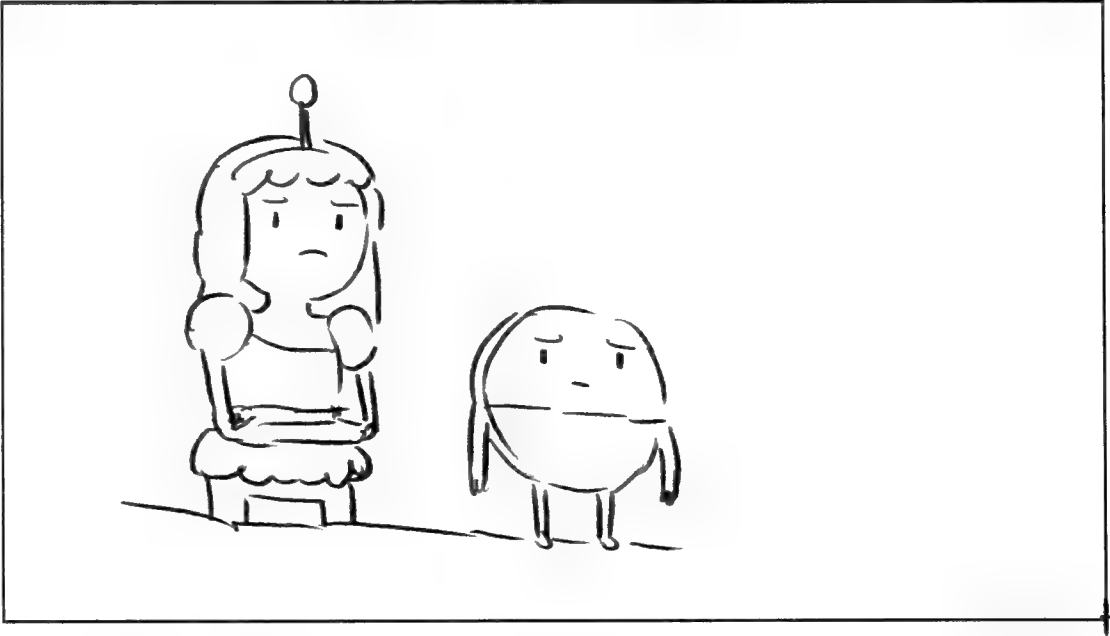


Sc. 100

Pnl. A

Bg.

day night



Dialog: CANDY PPL: FOUR! FOUR!

CANDY PPL: (O/S) FOUR! FOUR!

Action:

Timing:

1042-250

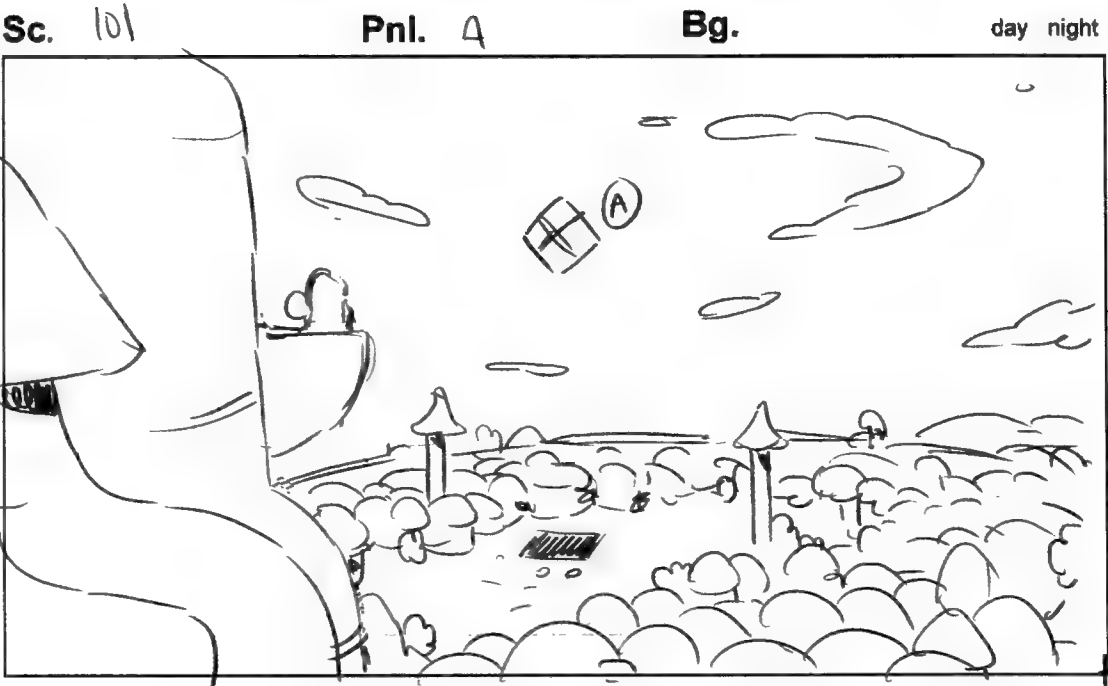
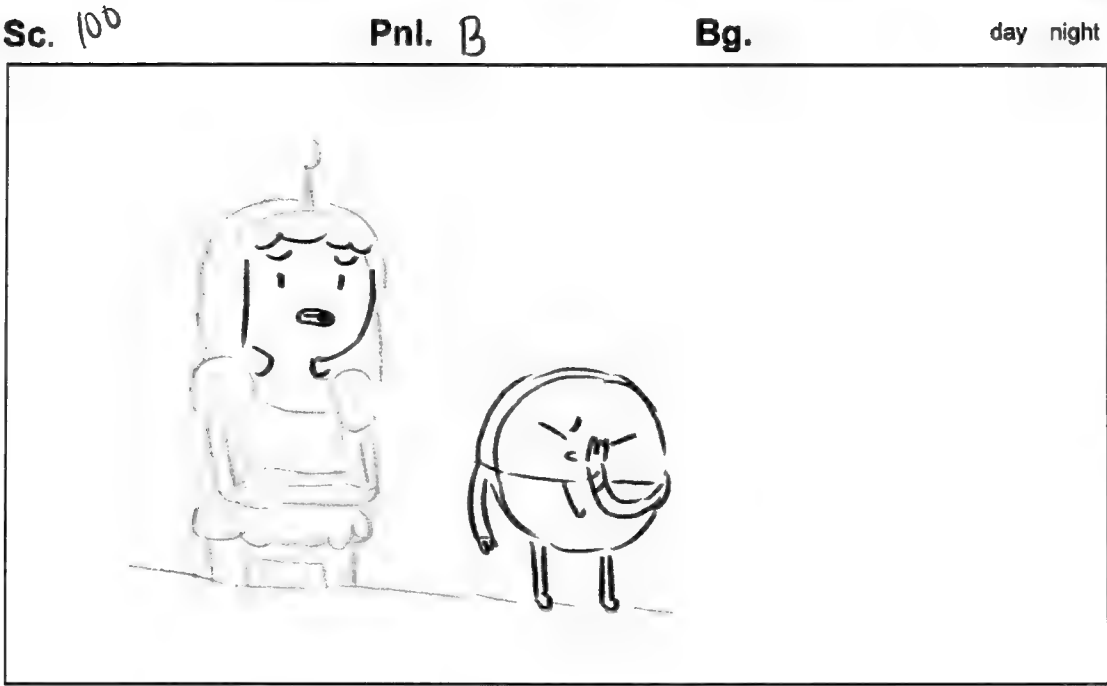
EPISODE #


Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	PB: GOOYS!	FT: ONE, TWO, THREE
Action:	- FORTUNE TELLER FOLDS BACK AND FORTH.	
Timing:	 A, B, A, C, A, B, A	

EPISODE # 1042-250 Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 102

Pnl. A

Bg.

day night

Sc. 102

Pnl. B

Bg.

day night

Dialog:

F.T. : FOUR.

Action:

Timing:

EPISODE # 1042-250

Production :



ADVENTURE TIME

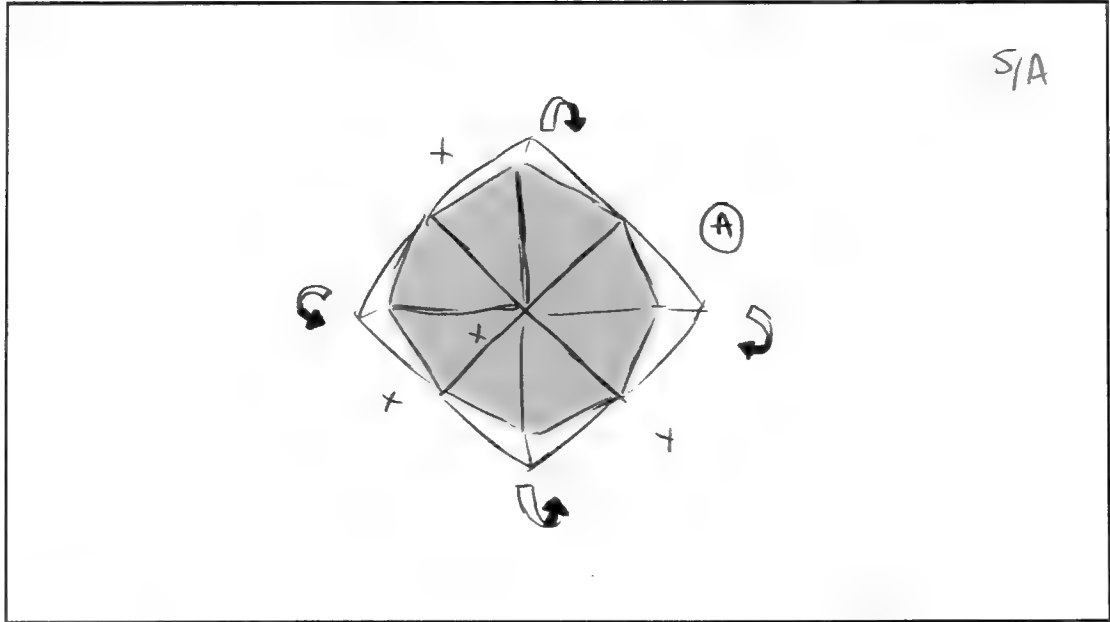


Sc. 102

Pnl. C

Bg.

day night

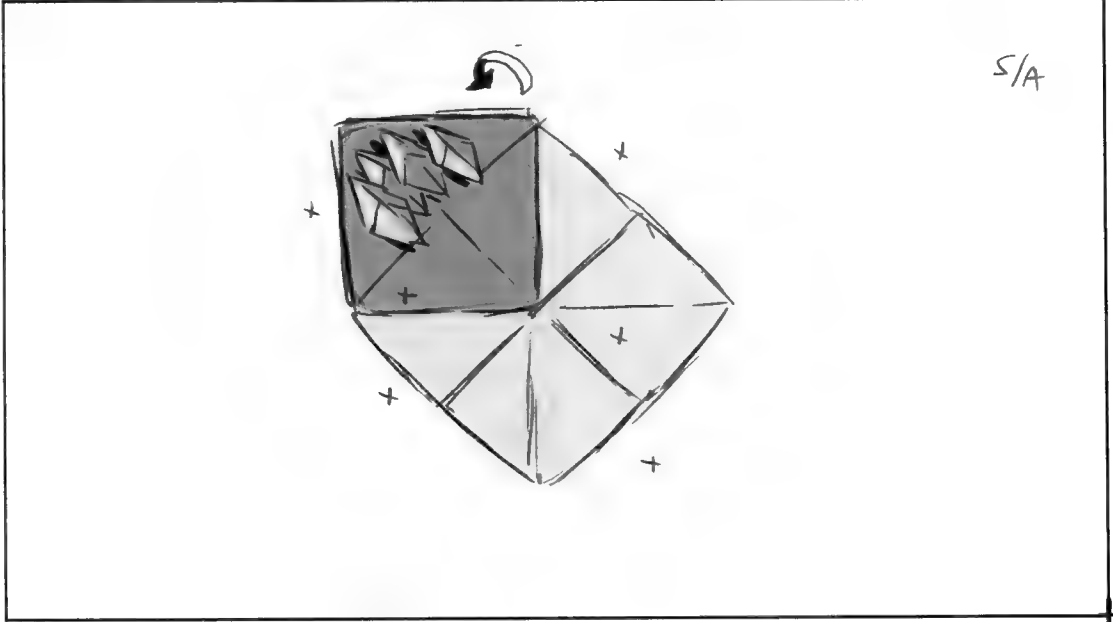


Sc. 102

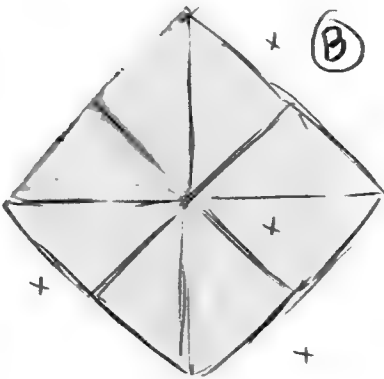
Pnl. D

Bg.

day night



Dialog:	
Action:	(F.T reveals four crystal darts)
Timing:	



1042-250

EPISODE #

Production :



ADVENTURE TIME

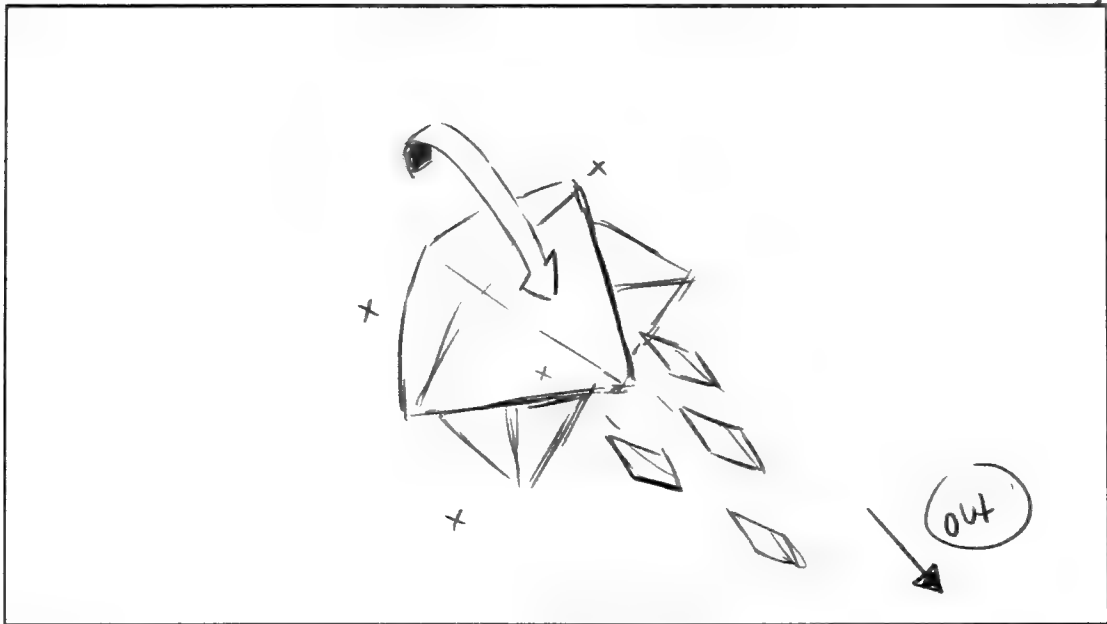


Sc. 102

Pnl. E

Bg.

day night

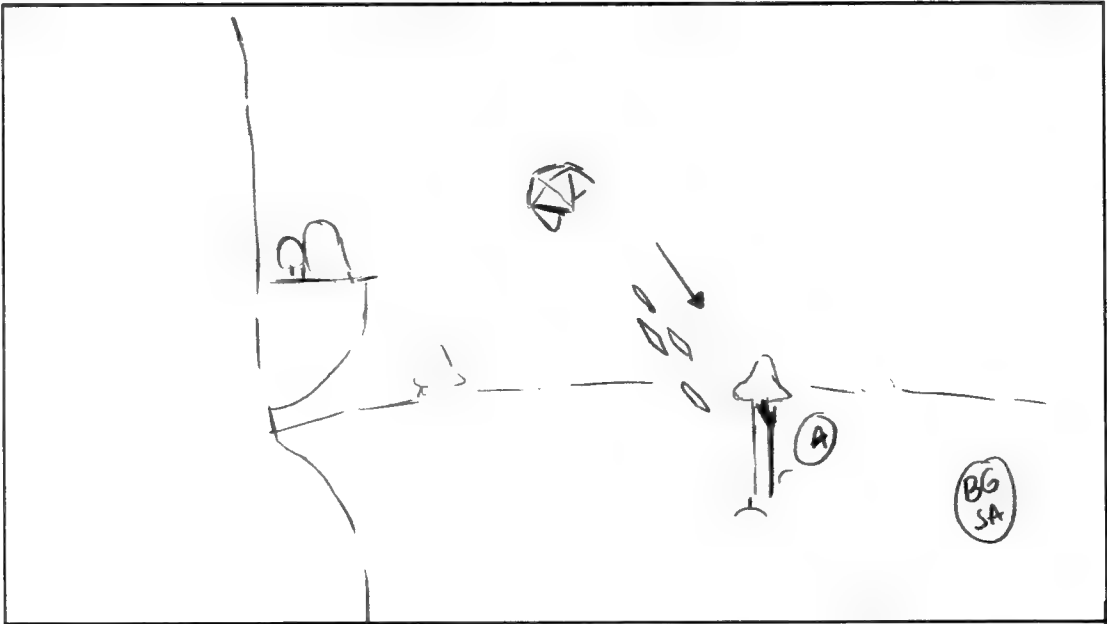


Sc. 103

Pnl. A

Bg.

day night



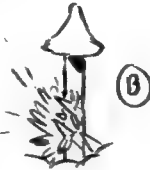
Dialog:

SFX: \* SHYUUUUU \*

SFX: \* BOOM! \*

Action:

F.T shoots away darts! — into a tower



Timing:

1042-250

EPISODE #

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

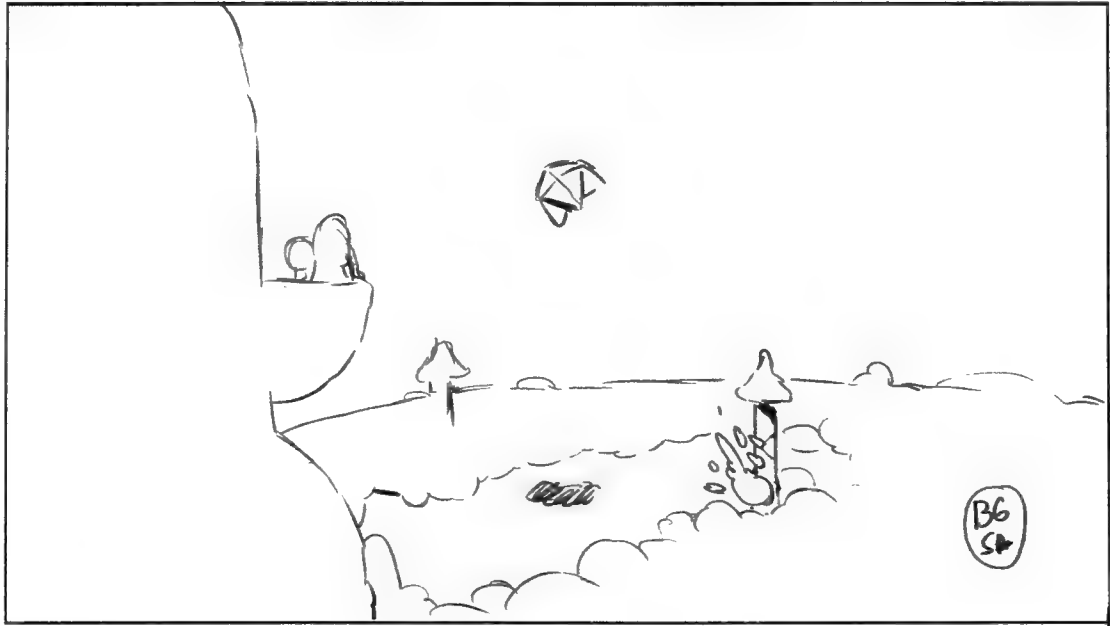


Sc. 103

Pnl. B

Bg.

day night

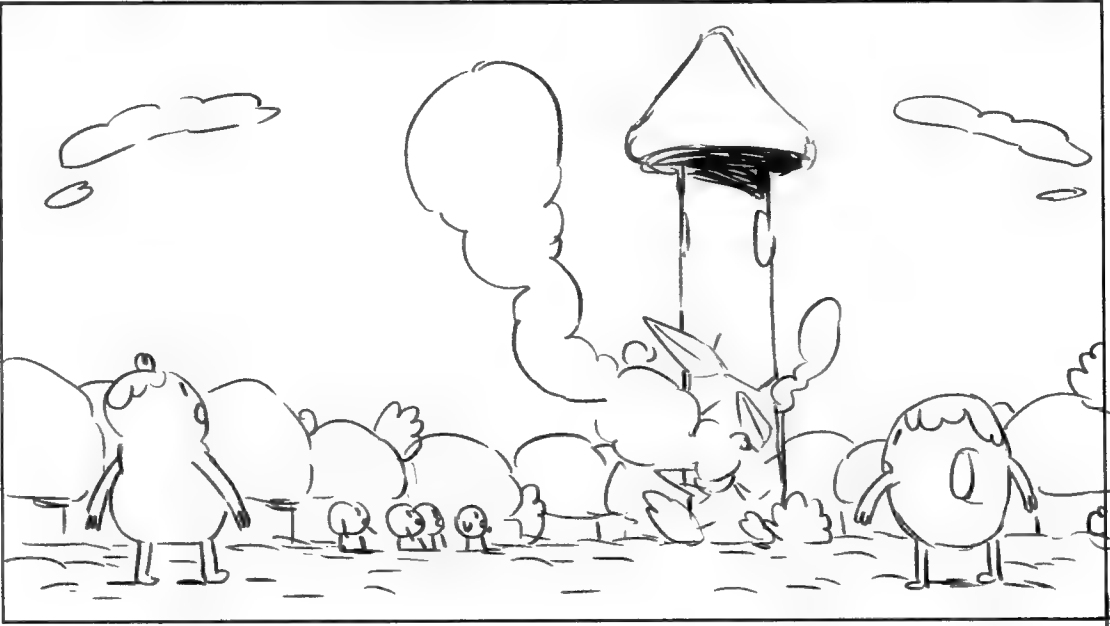


Sc. 104

Pnl. A

Bg.

day night



Dialog:

CANDY PPL: [SUDDEN GASP!]

Action:



Timing:

1042-250

EPISODE #

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

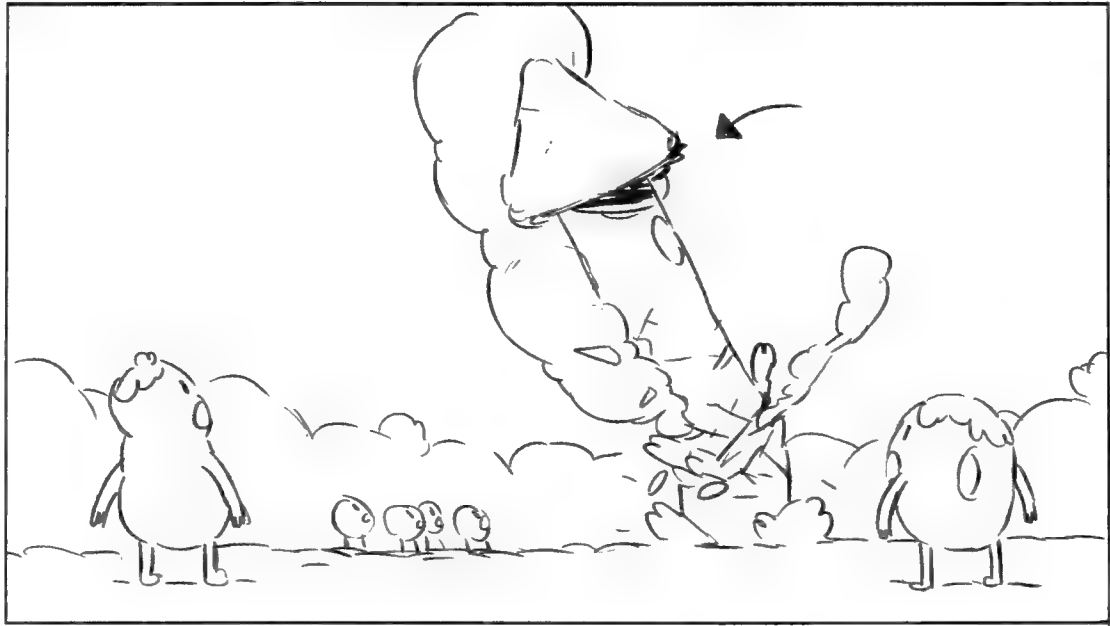


Sc. 104

Pnl. B

Bg.

day night

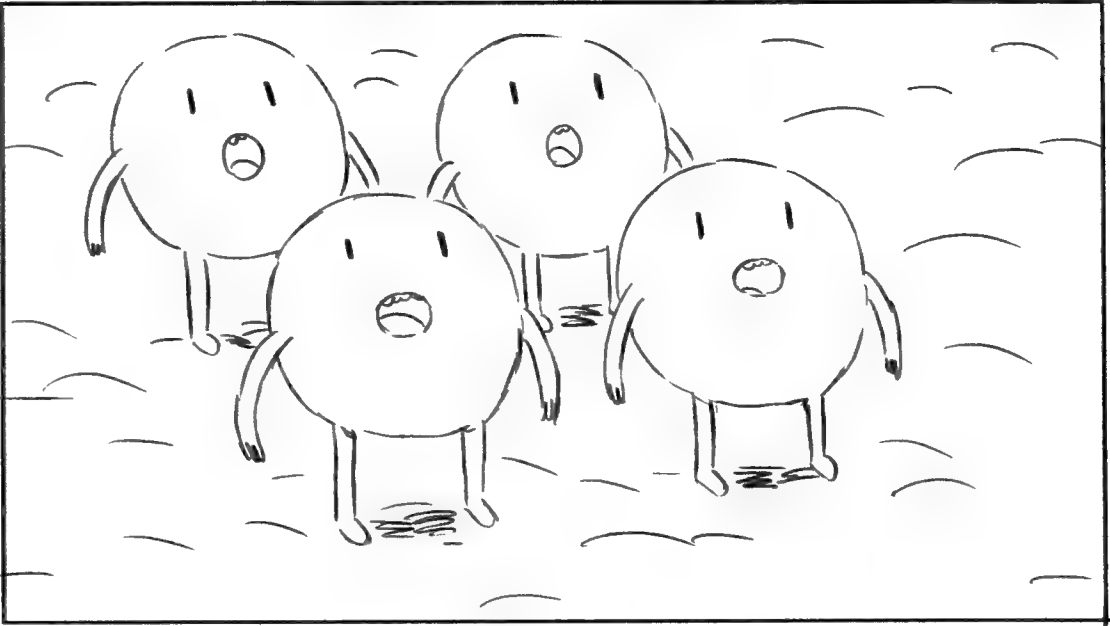


Sc. 105

Pnl. A

Bg.

day night



Dialog:

SFX: \* SKHHHH! \*

CANDY KIDS: [ LOONG GASP ]

Action:

- TOWER FALLS TOWARDS CANDY PEOPLE

Timing:

1042-250

EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

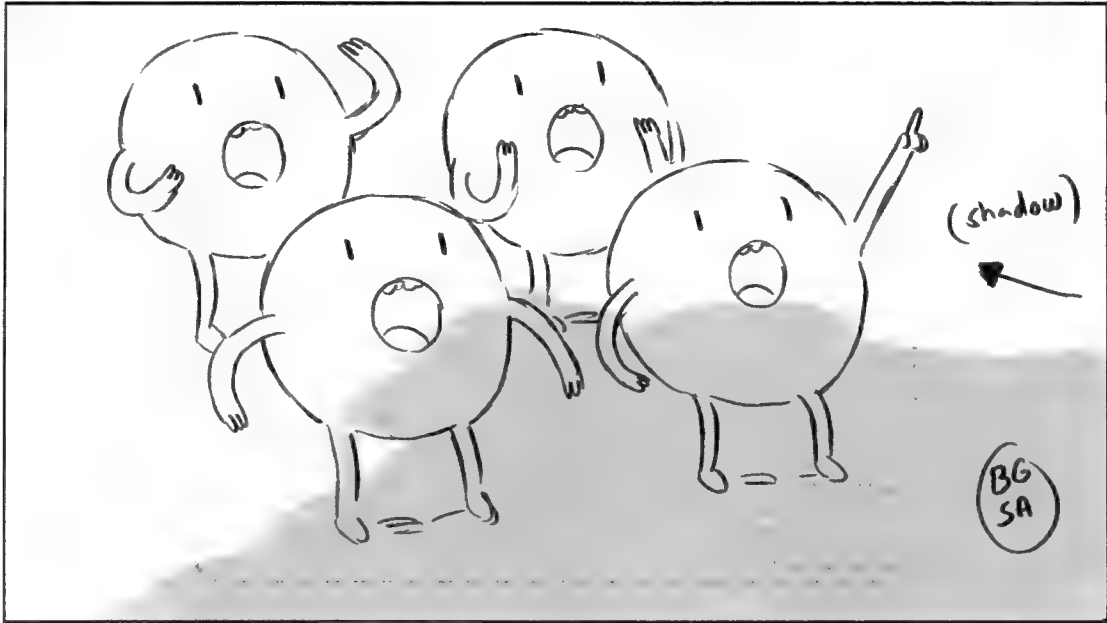


Sc. 105

Pnl. B

Bg.

day night

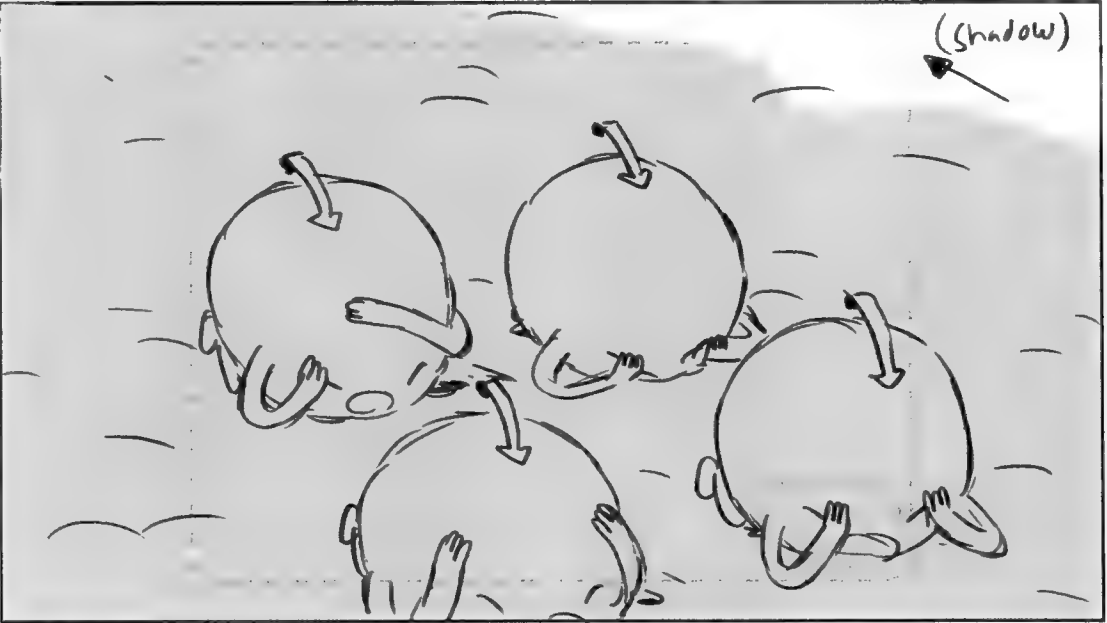


Sc. 105

Pnl. C

Bg.

day night



Dialog:

CANDY KIDS: AAA A --

CANDY KIDS: AAAAAH !!

Action:

- SHADOW OF TOWER OVERTAKES  
CANDY KIDS.

- CANDY KIDS DUCK.

Timing:

1042-250

EPISODE #

Production :

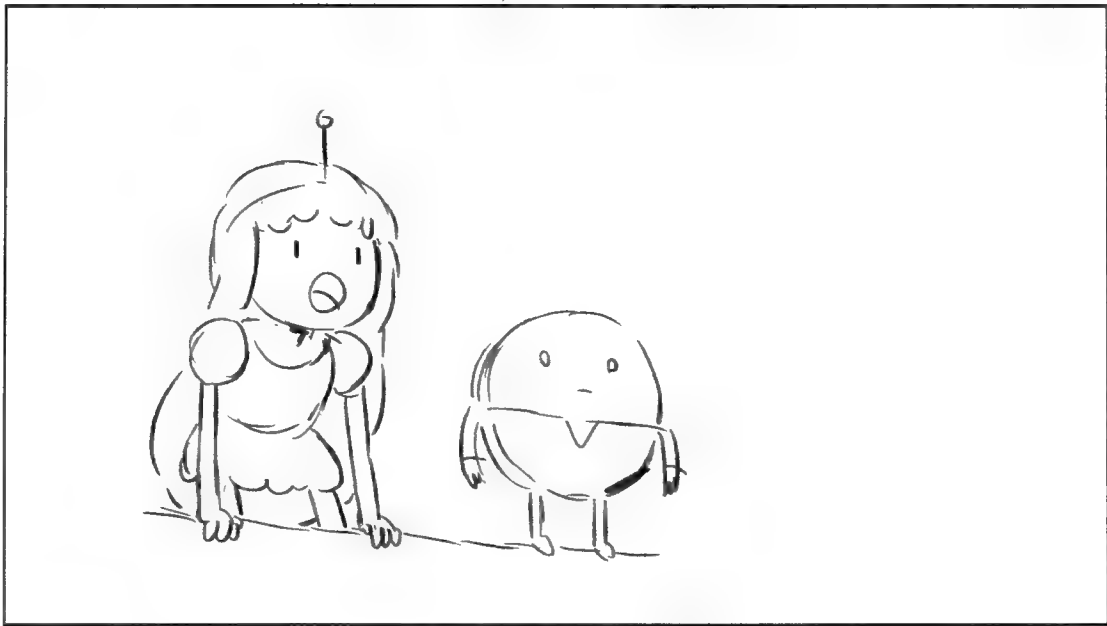


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

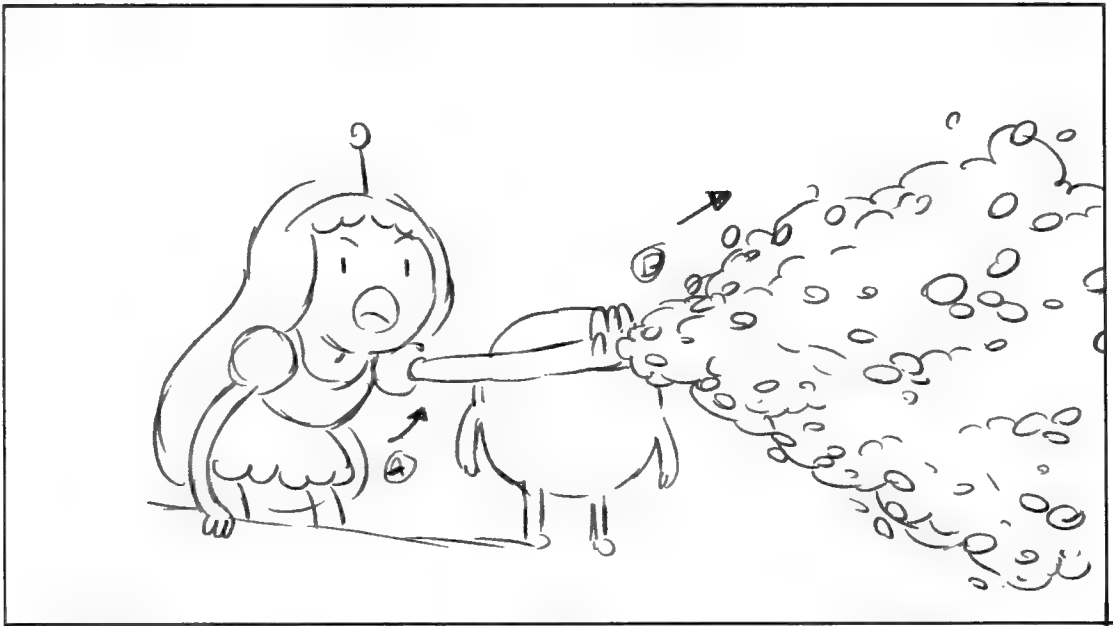
ADVENTURE TIME



Sc. 106 Pnl. A Bg. day night



Sc. 106 Pnl. B Bg. day night



Dialog:	<p>PB: (GASP!)</p> <p>PB: NO!!</p> <p>(SFX) * PRR TTT !!! *</p>
Action:	<p>-PB SHOOTS A BEAM OF JELLYBEANS OFF/S.</p>
Timing:	

1042-250 EPISODE # Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 188

Sc. 107

Pnl. A

Bg.

day night

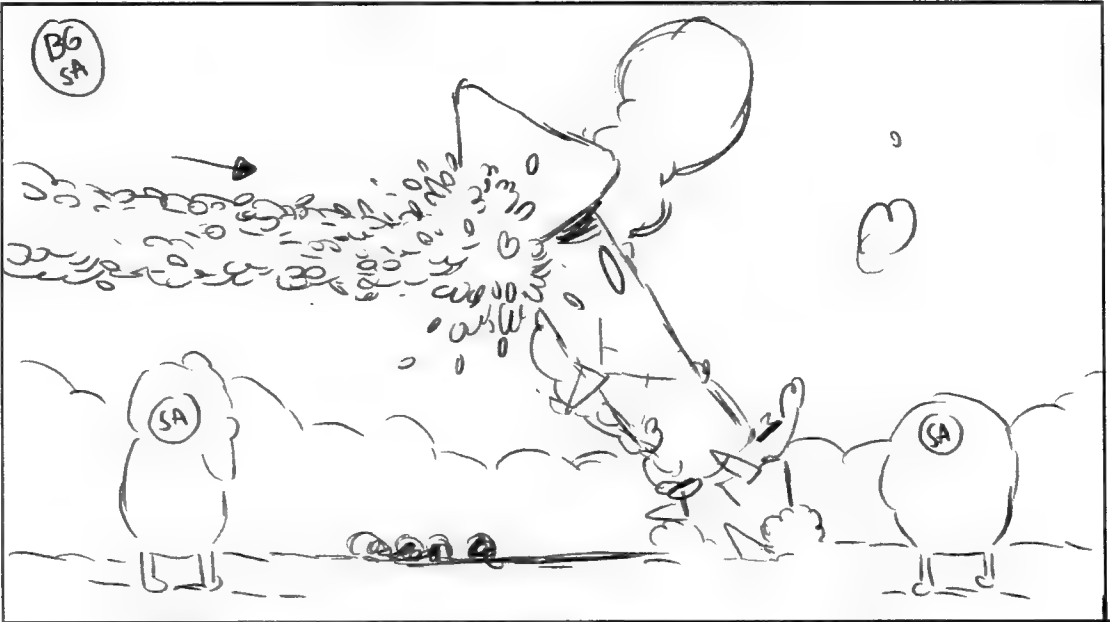


Sc. 107

Pnl. B

Bg.

day night



Dialog:

SFX: (PPRRRTT)

SFX: \*THOOM!\* \*

Action:

- JELLY BEAN BEAM INTERCEPTS FALLING TOWER.

Timing:

1042-250

EPISODE #

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

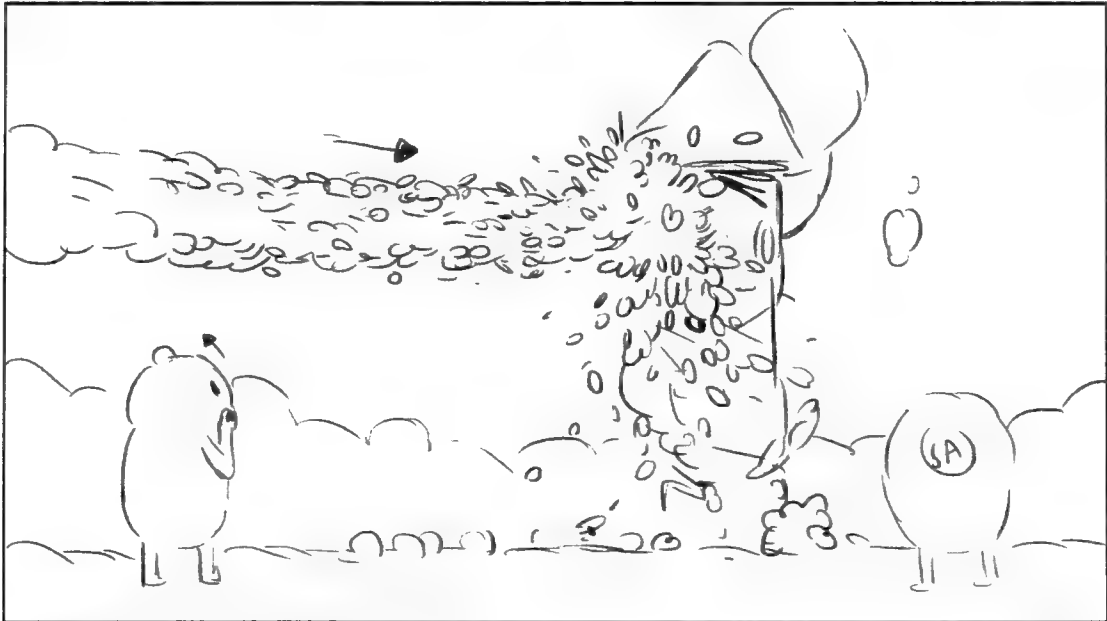


Sc. 107

Pnl. C

Bg.

day night

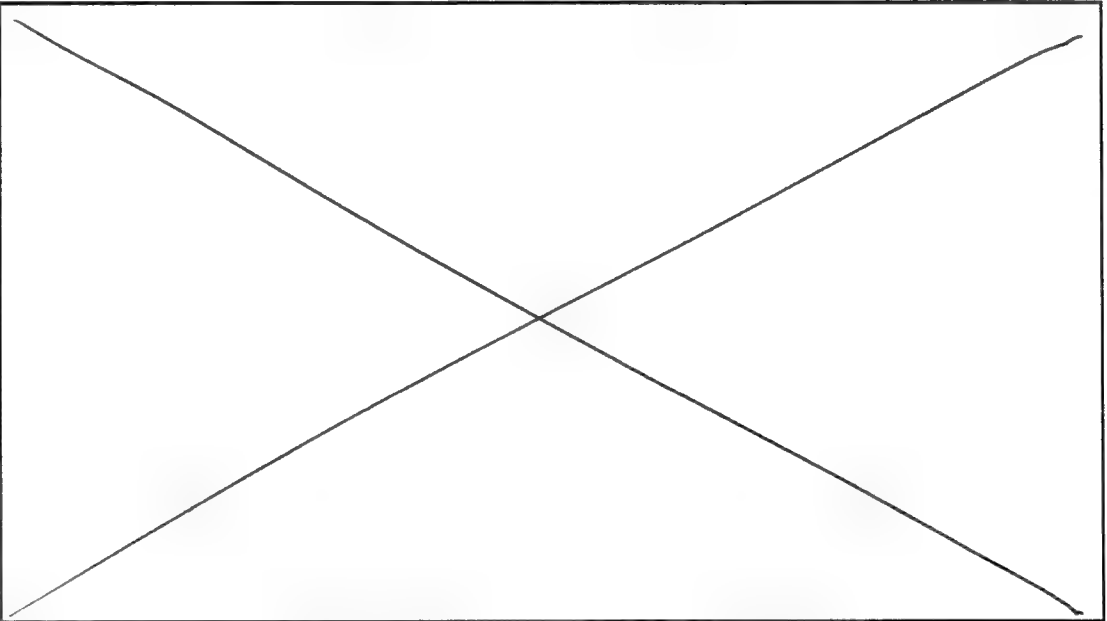


Sc.

Pnl.

Bg.

day night



Dialog:

SFX: \* FRRRT \*

Action:

- JELLY BEAN BEAM PUSHES TOWER BACK UPRIGHT.

Timing:

EPISODE # 1042-250

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, digitized or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 107

Pnl. 0

Bg.

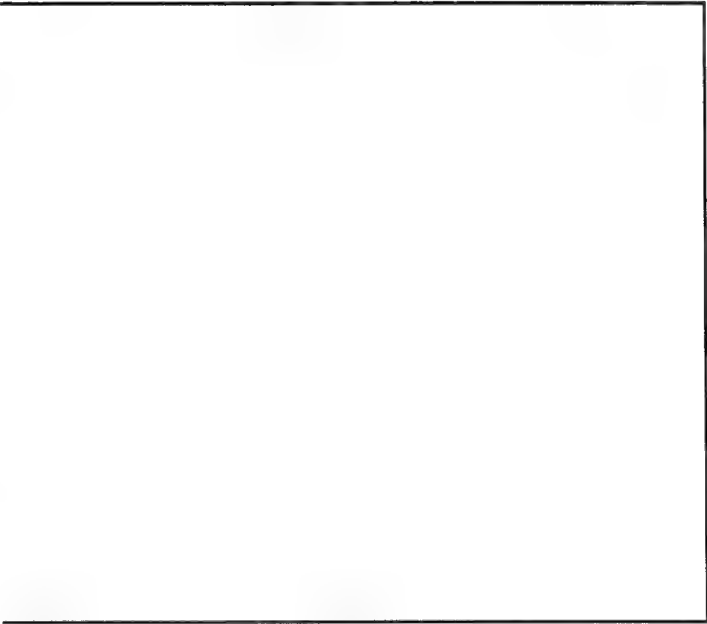
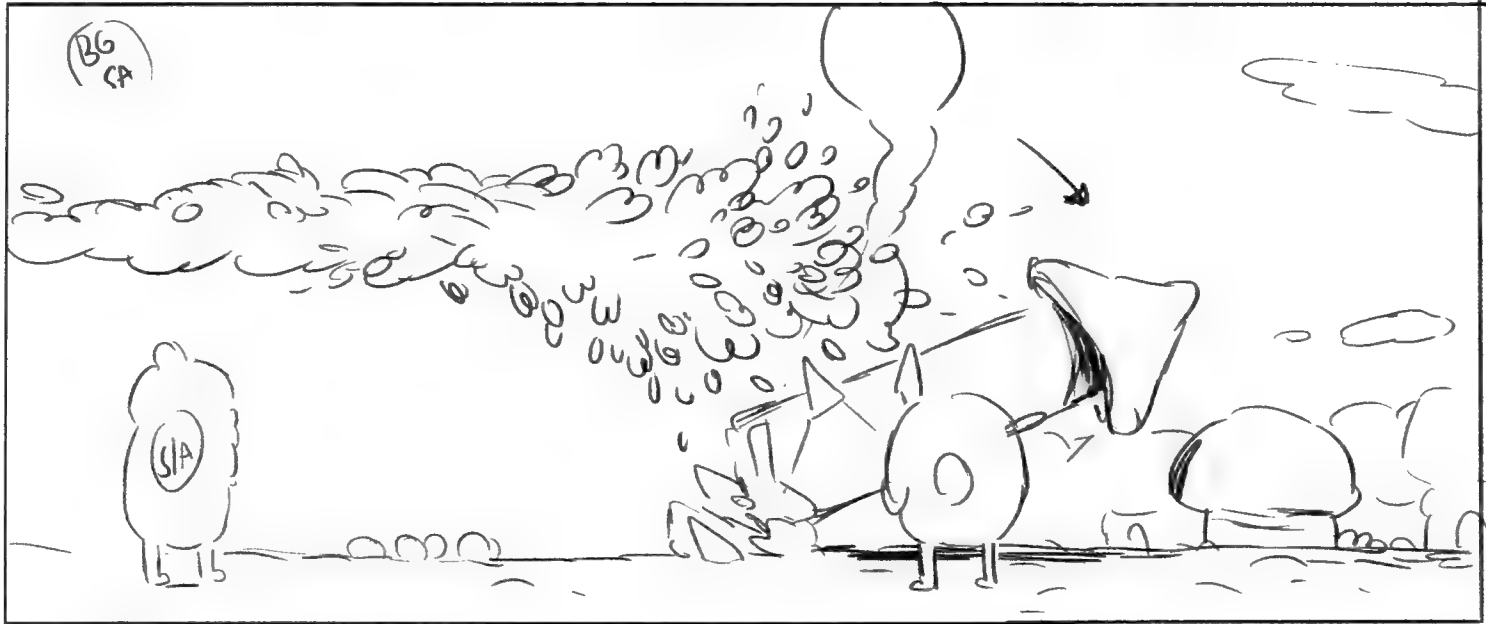
day night

Sc.

Pnl.

Bg.

day night



Dialog:	(ADJ) →
Action:	- TOWER IS PUSHED BACK THE OTHER WAY. - ADJ. W/ TOWER.
Timing:	



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



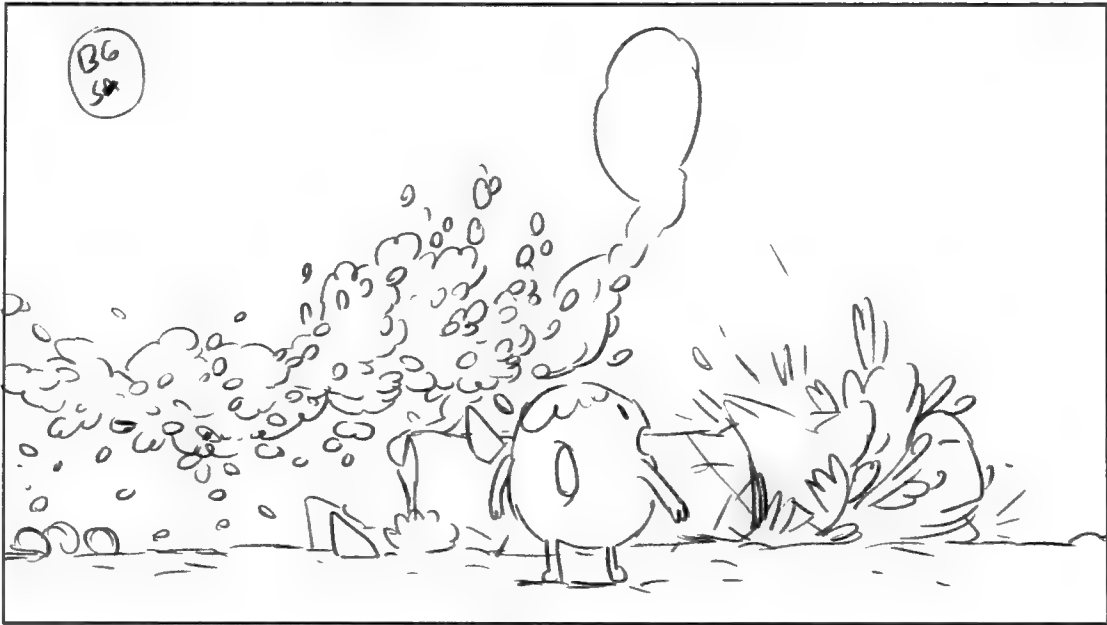
Page 191

Sc. 107

Pnl. E

Bg.

day night

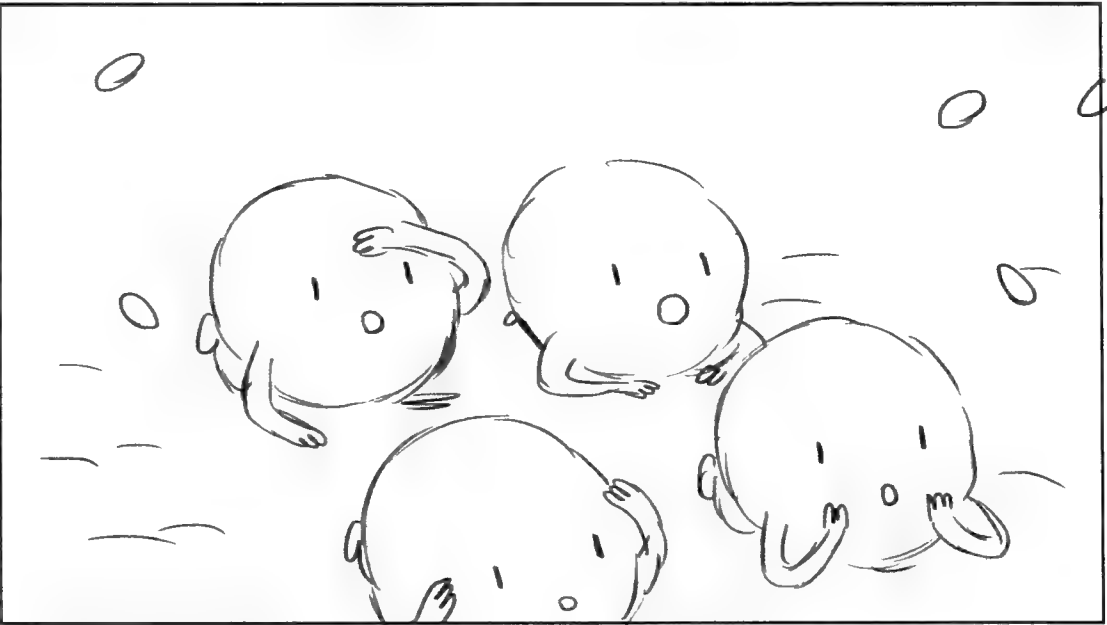


Sc. 108

Pnl. A

Bg.

day night



Dialog:

DOUGHNUT GUY: MY HOUSE! )

Action:

- JELLY BEAN BEAM LOSES FORCE AS TOWER FALLS AND SMASHES HOUSE.

Timing:

1042-250

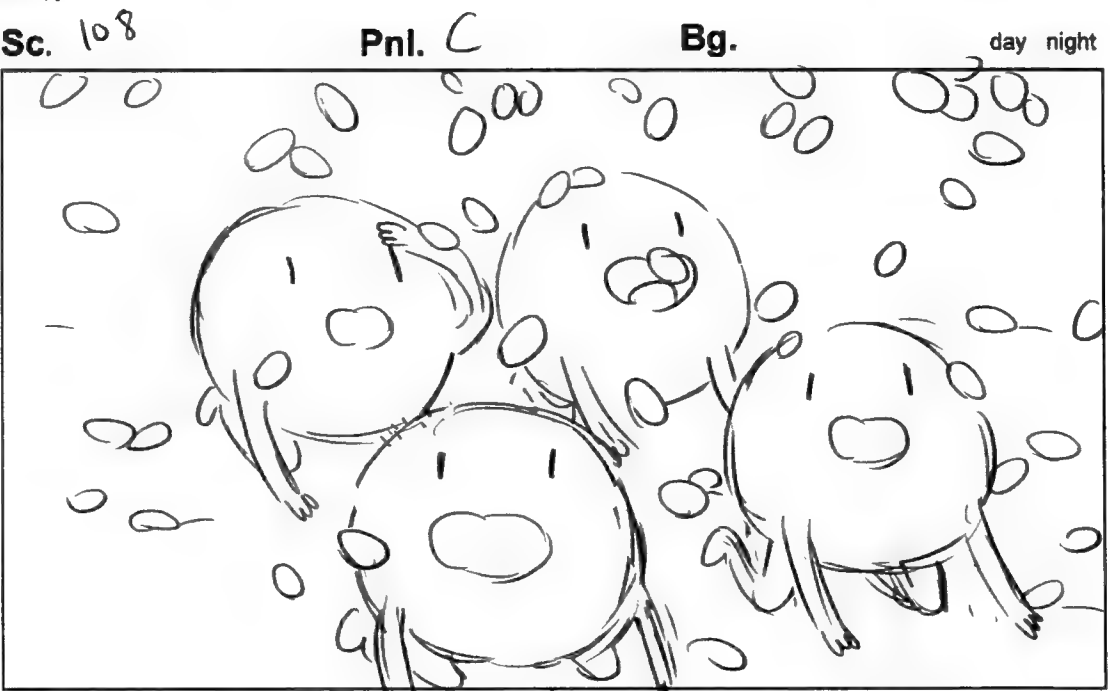
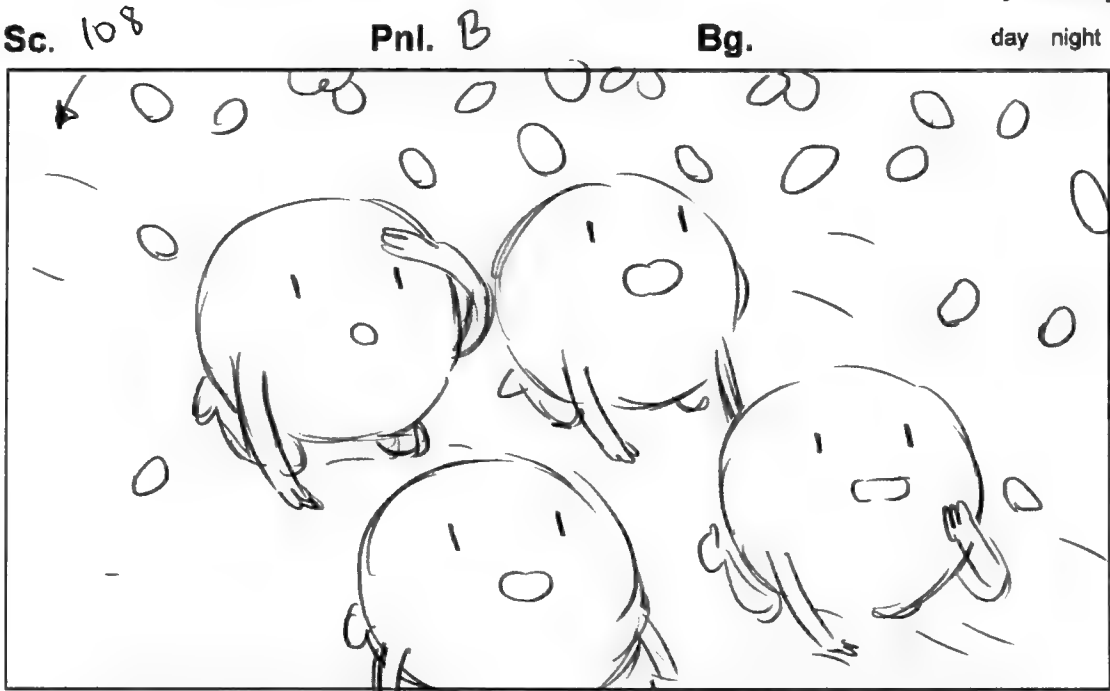
EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, digitized or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

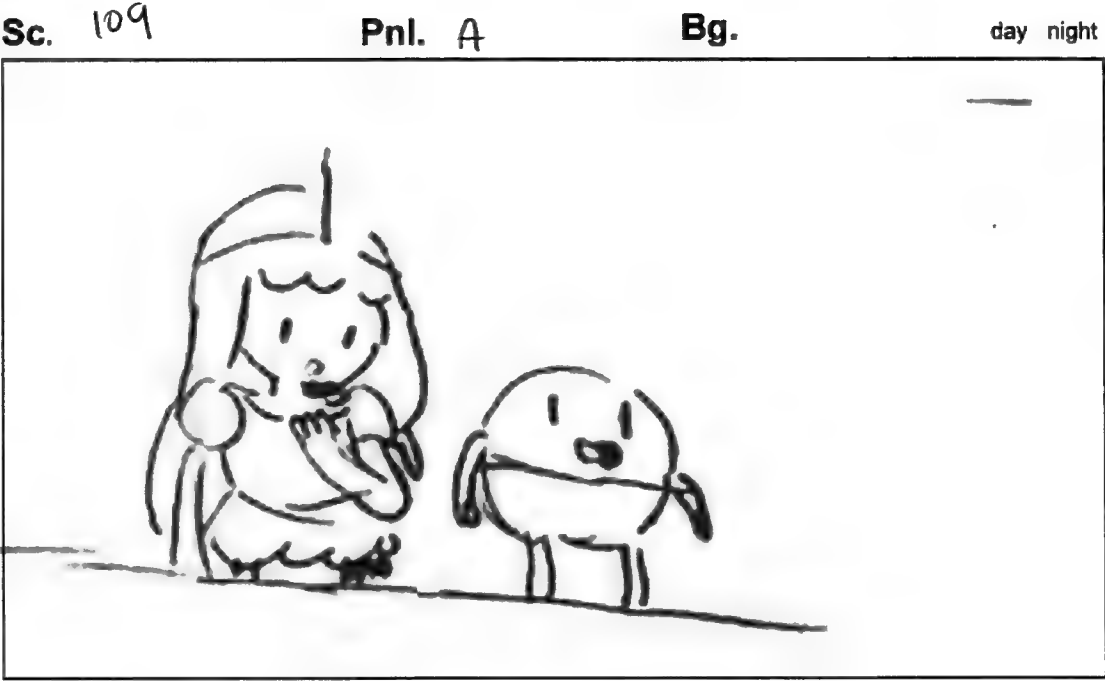
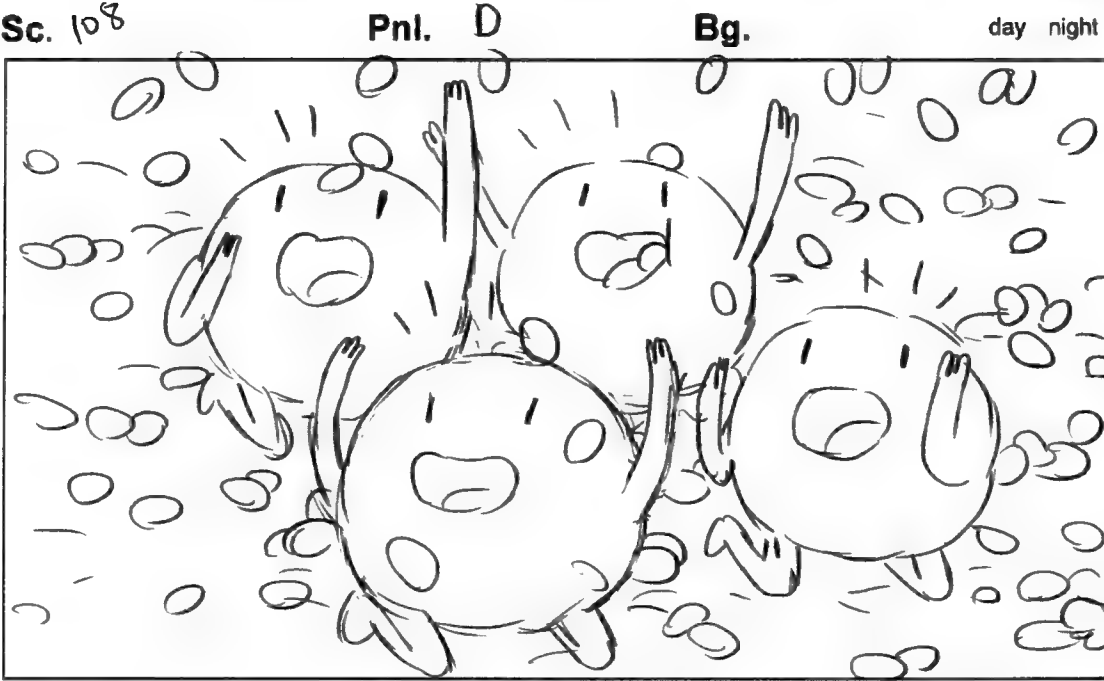


Dialog:	kids: (excited gasps)
Action:	- it's raining jellybeans
Timing:	

EPISODE # 1042-250  
Production :



ADVENTURE TIME



Dialog:	<p><u>KIDS</u>: HURRAY FOR PRINCESS BUBBLEGUM!!!</p> <p><u>CANDY PEOPLE</u>: (cheering continues o/s lower volume)</p> <p><u>PEP</u>: THAT'S A BREAKTHROUGH RIGHT THERE, PRINCESS!</p>
Action:	
Timing:	



© 2011. This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 109 Pnl. B Bg. day night

S/A

Sc. 109 Pnl. C Bg. day night

S/A

Dialog: PEP: I SHOULD HAVE BEEN ENDANGERING CANDY PEOPLE THIS WHOLE TIME.

SFX: (PRRT)

PB: SSHH,,, LISTEN!

Action: ( PB squirts jellybeans into Peps ) mouth to quiet him.

Timing:

EPISODE # 1042-250 Production :

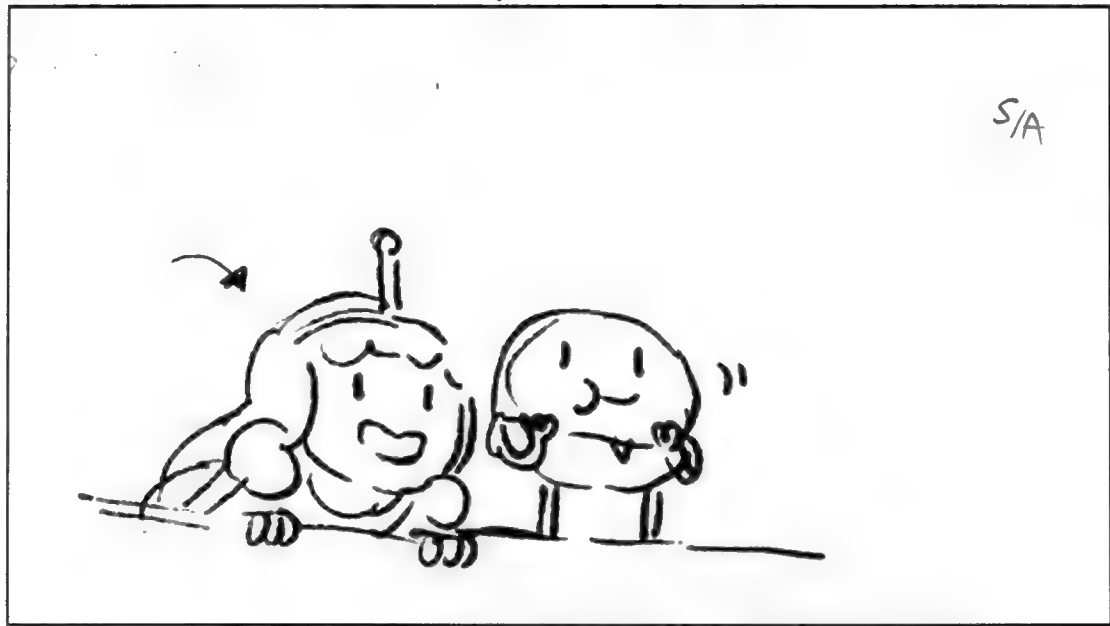


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

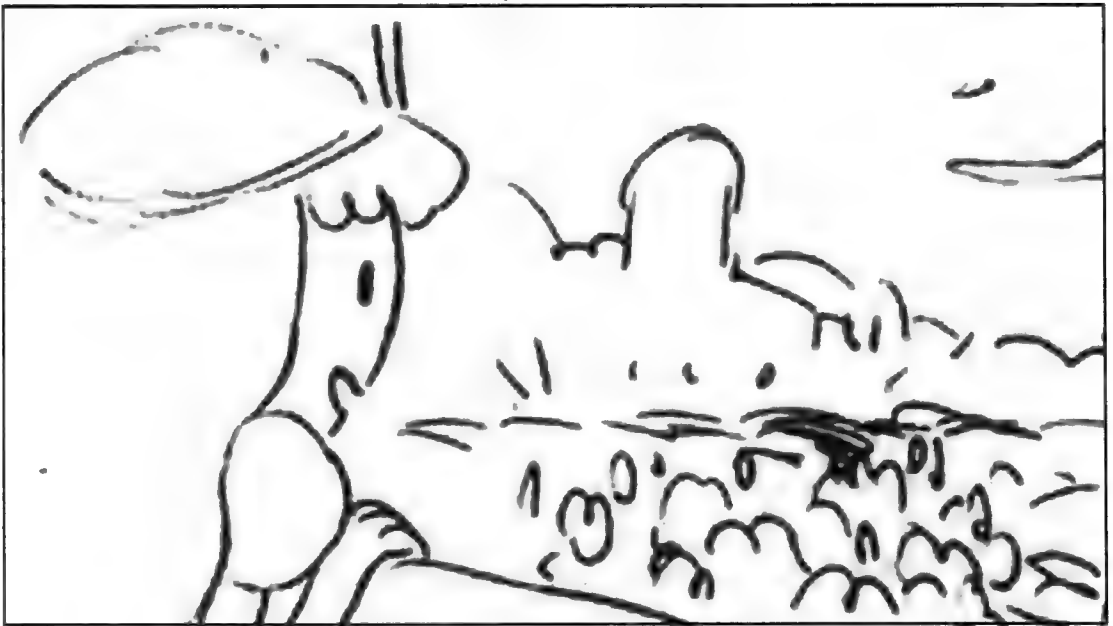
ADVENTURE TIME



Sc. 109 Pnl. D Bg. day night



Sc. 110 Pnl. A Bg. day night



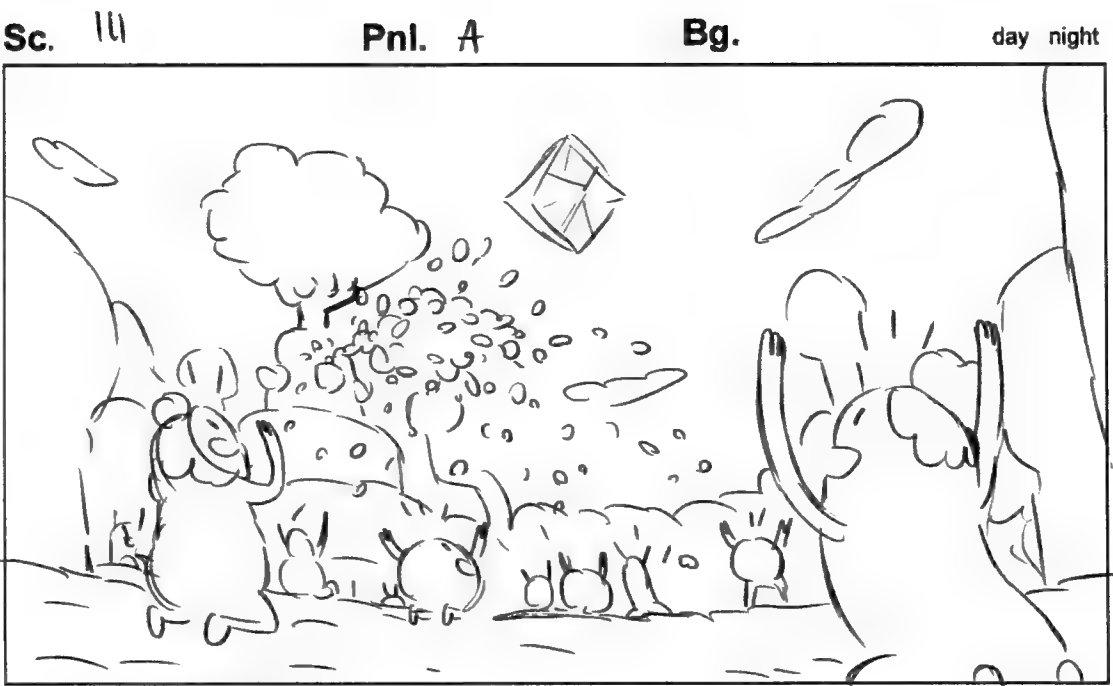
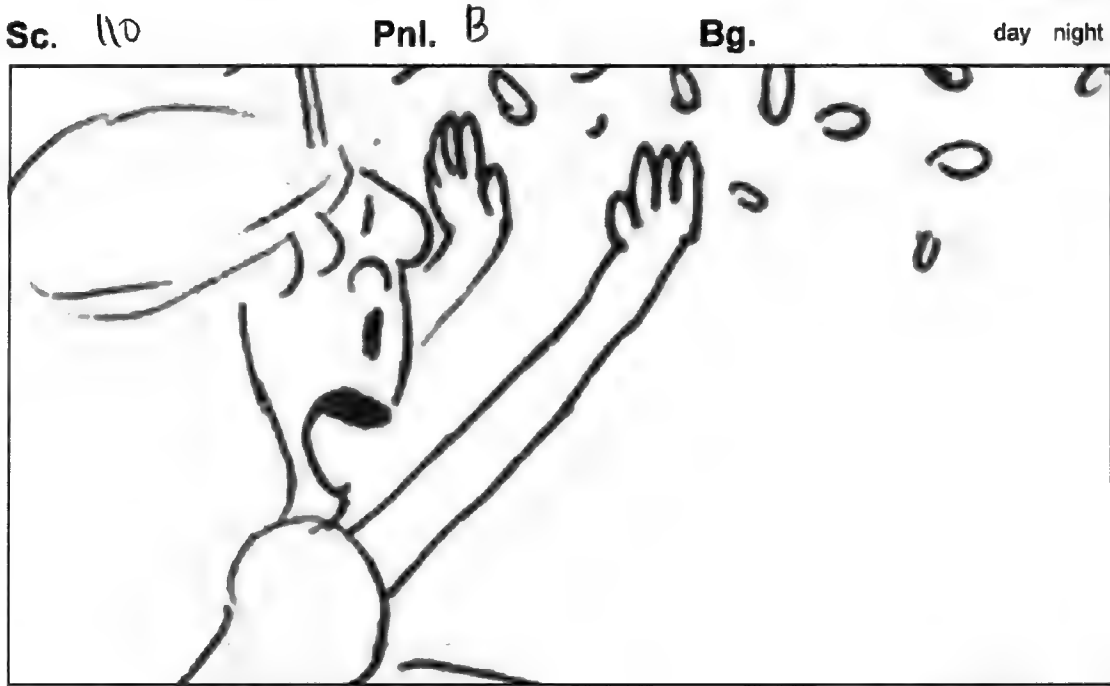
Dialog:	PB: THEY LOVE my BEANS !!	CANDY PEOPLE : (louder again) HURRAY FOR BUBBLEGUM !!
Action:	(pepbut chews the beans)	
Timing:		

1042-250  
EPISODE #  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



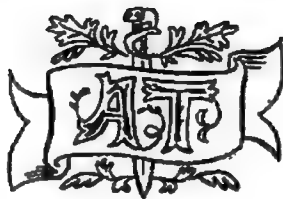
Dialog:	<u>PB</u> : HECK YEAH !!	<u>CROWD</u> : HURRAY !! / BUBBLEGUM ! / JELLY RAIN !! / HURRAY ! / WOOO ! etc.
Action:	( shoots jellies into the air )	( jelly rain )
Timing:		

EPISODE # 1042-250 Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 112

Pnl. A

Bg.

day night



Sc. 113

Pnl. A

Bg.

day night



Dialog:

SFX: (distant cheers)

SFX: (VRRR)

Action:

(BG blurry? jellybeans rain)

Timing:



1042-250

EPISODE #

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 113

Pnl. B

Bg.

day night

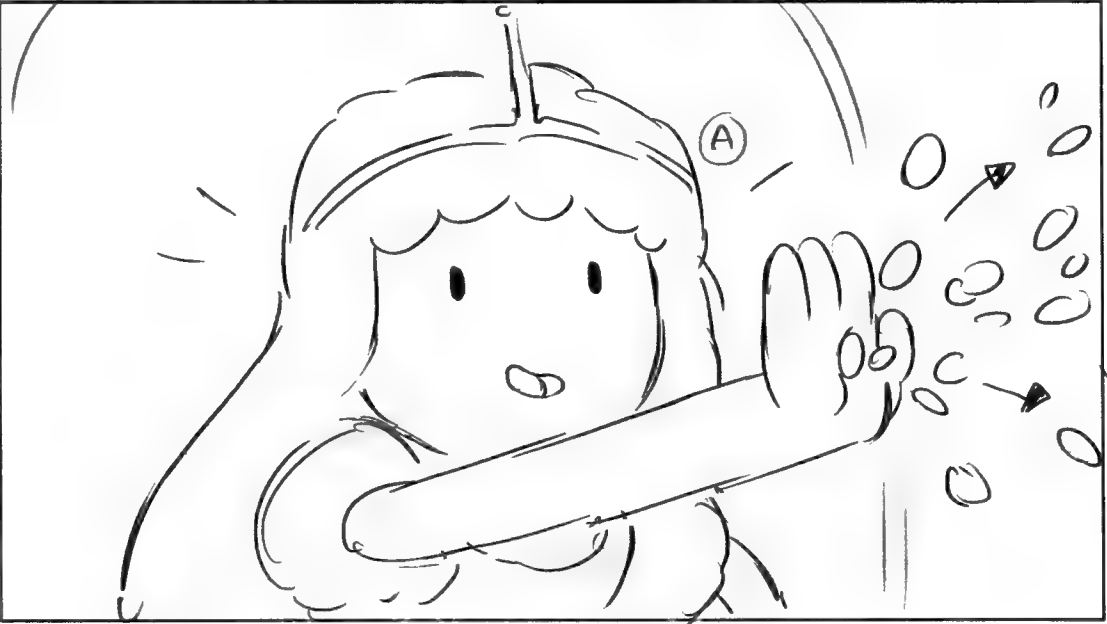


Sc. 114

Pnl. A

Bg.

day night



Dialog:

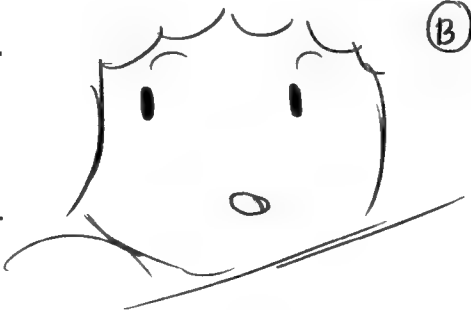
GG #1: CHAOTIC PRECENCE  
DETECTED.

PB: EH?

Action:

- GUMBALL GUARDIAN ACTIVATES.

Timing:



EPISODE # 1042-250  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

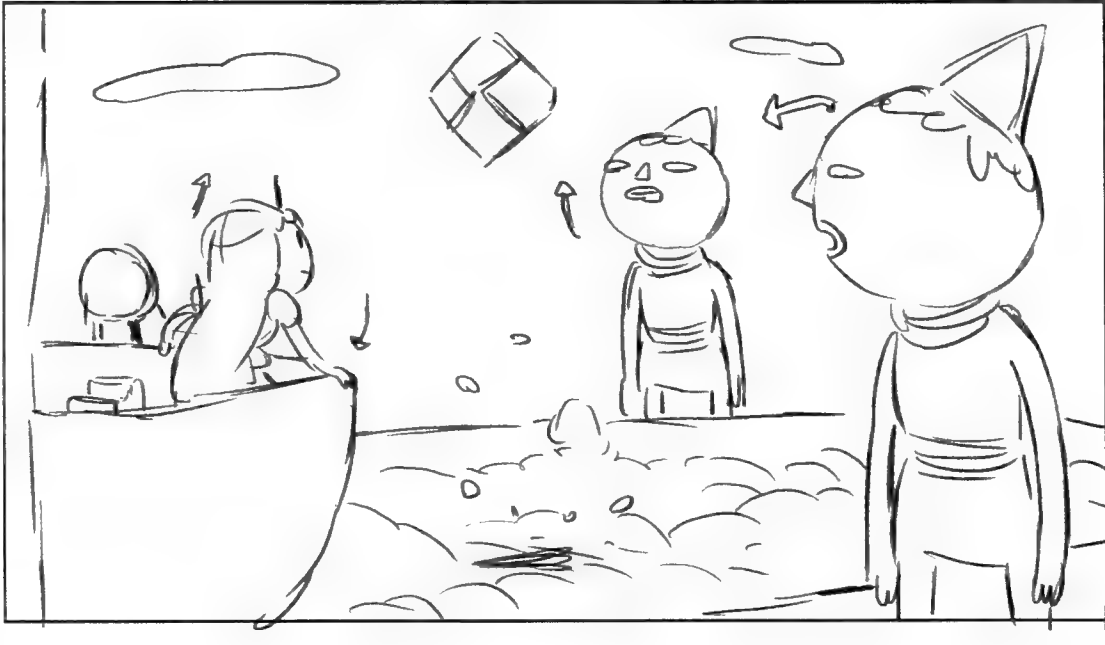


Page 199

Sc. 115 Pnl. A Bg. day night



Sc. 115 Pnl. B Bg. day night



Dialog:	<u>PB</u> : OH..	<u>GG #1</u> : INITIATING ANNIHILATION
Action:	- GUMBALL GUARDIANS WALK ON/S.	
Timing:		

Production :

EPISODE #

1042-250



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the source, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



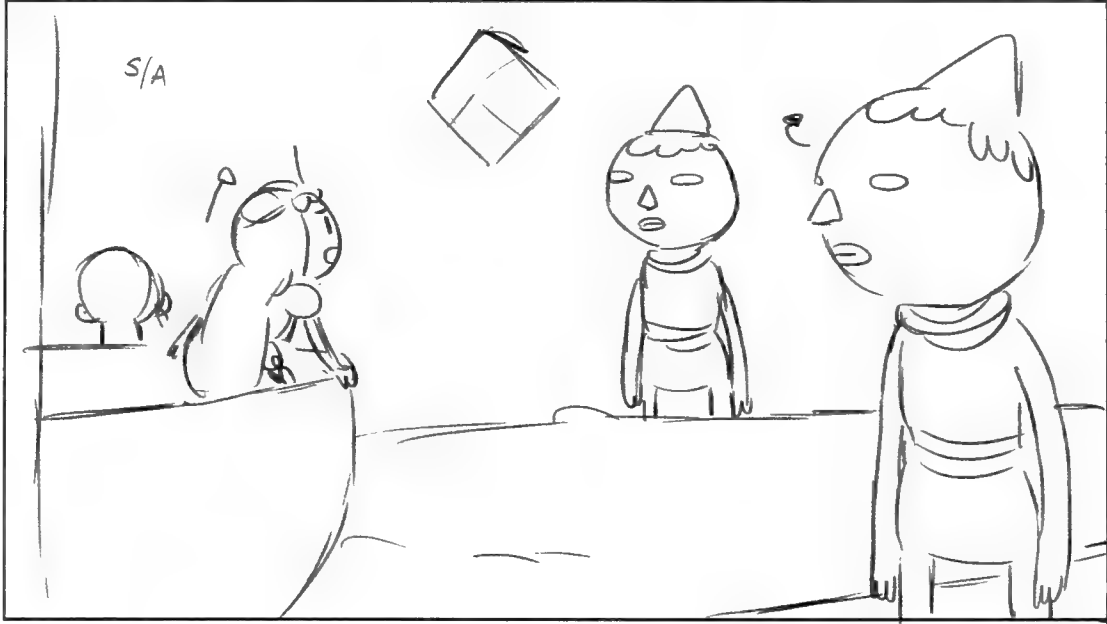
Page 200

Sc. 115

Pnl. C

Bg.

day night



Sc. 114

Pnl. A

Bg.

day night



Dialog:

PB: HEY, NO, IT'S OK GUYS.

PB: STAND DOWN

Action:

Timing:

EPISODE #

Production :

1042-250



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



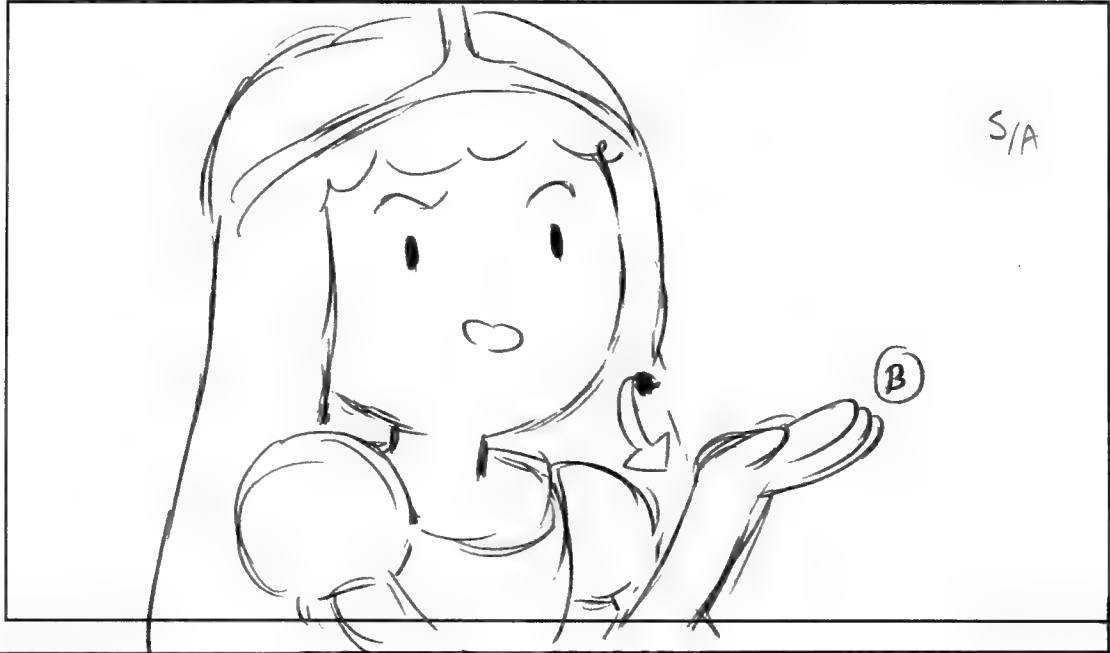
Page 201

Sc. 117

Pnl. B

Bg.

day night

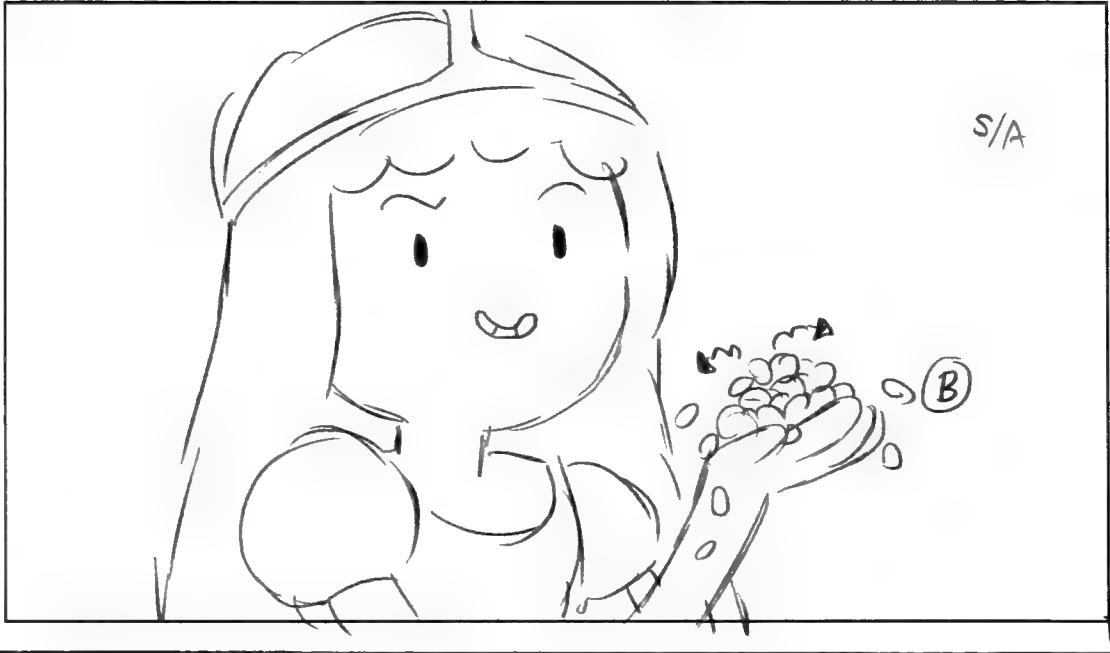


Sc. 117

Pnl. C

Bg.

day night



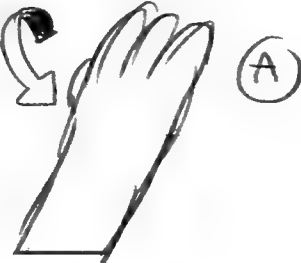
Dialog:

PB: I'VE GOT THIS.

SFX: \* FRRT \*

Action:

Timing:



- MOUND OF JELLY BEANS  
GENERATE ON TOP OF PB'S  
PALM.



EPISODE # 1042-250  
Production :



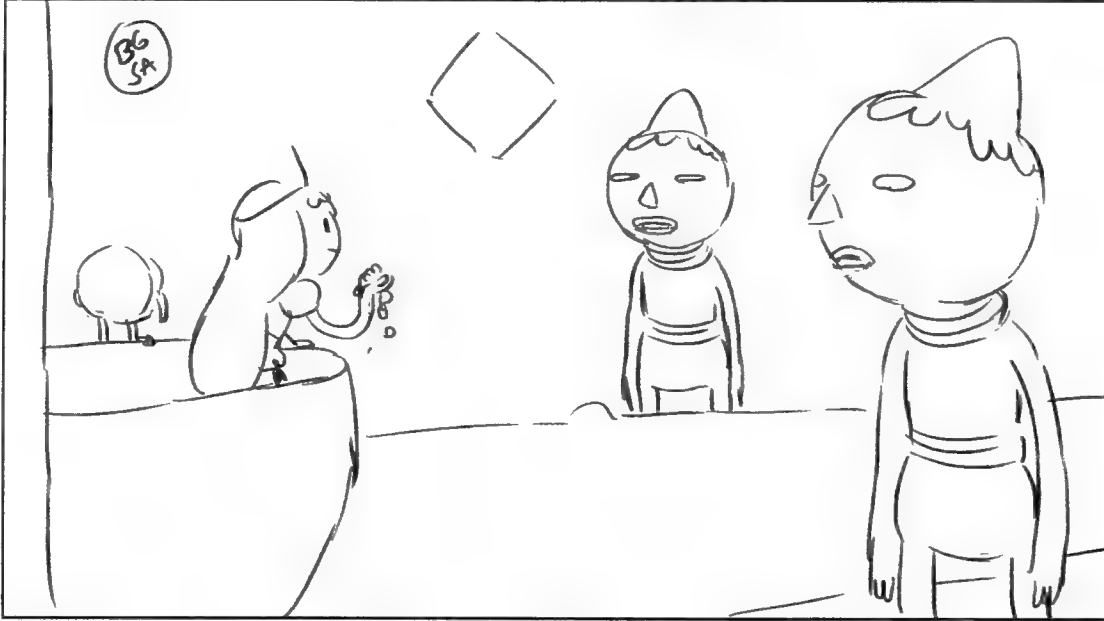
© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

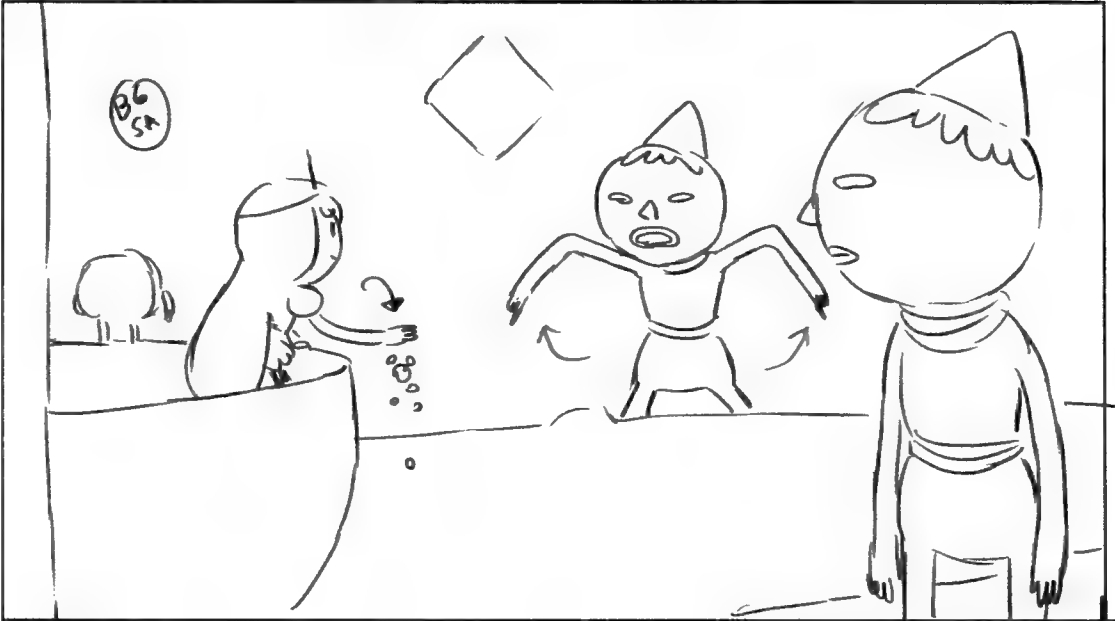


Page 202

Sc. 118 Pnl. A Bg. day night



Sc. 118 Pnl. B Bg. day night



Dialog:	G.G. #1 : ... ARE YOU SURE, MOM? ...	G.G. #1 : WE'VE GOT LASERS !
Action:	- PB DROPS JELLY BEANS.	
Timing:		

EPISODE # 1042-250  
Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



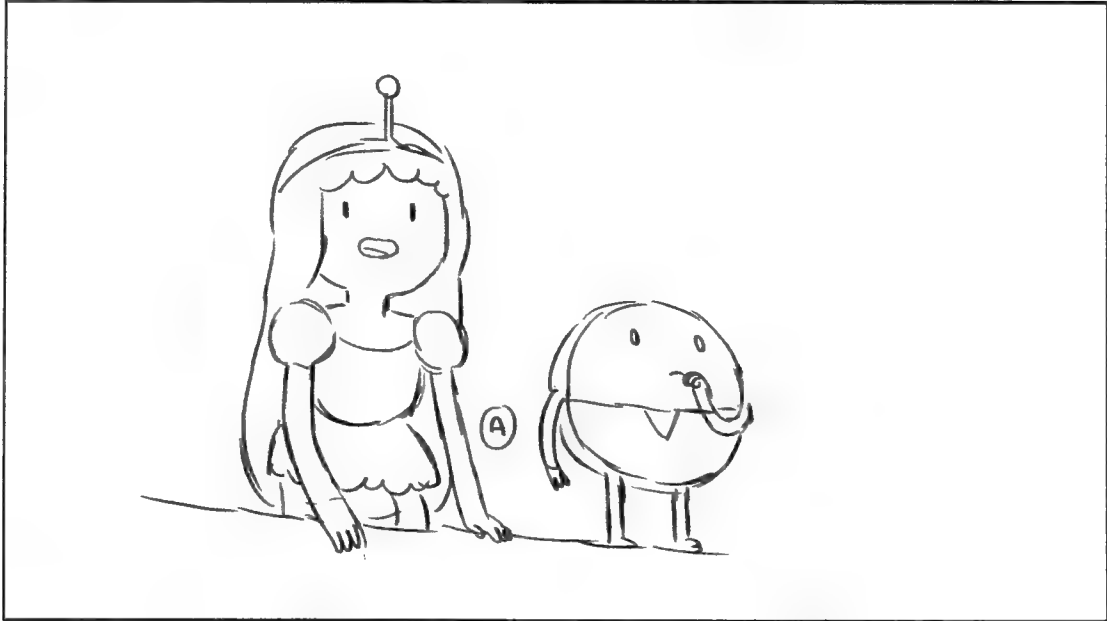
Page 203

Sc. 119

Pnl. A

Bg.

day night

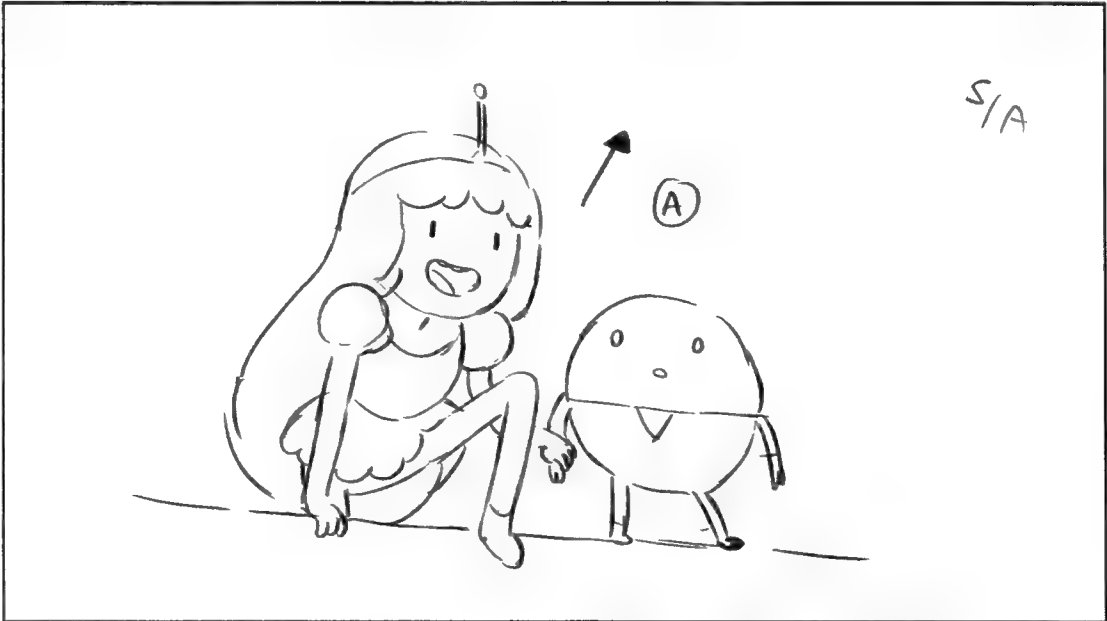


Sc. 119

Pnl. B

Bg.

day night



Dialog:

PB: YEAH, BUT --

Action:

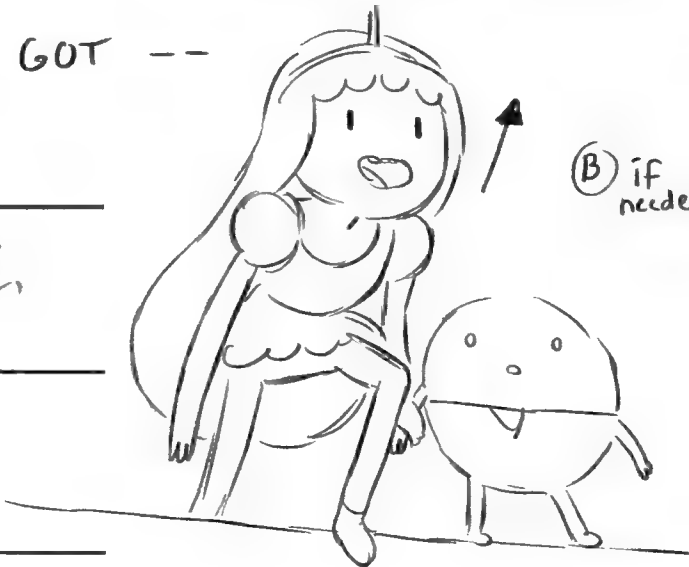
Timing:



-PB TAKES PEP. BUT  
BY THE HAND.

-PB STEPS  
ONTO RAIL.

PB: -- I'VE GOT --



1042-250

EPISODE #

+

Production :

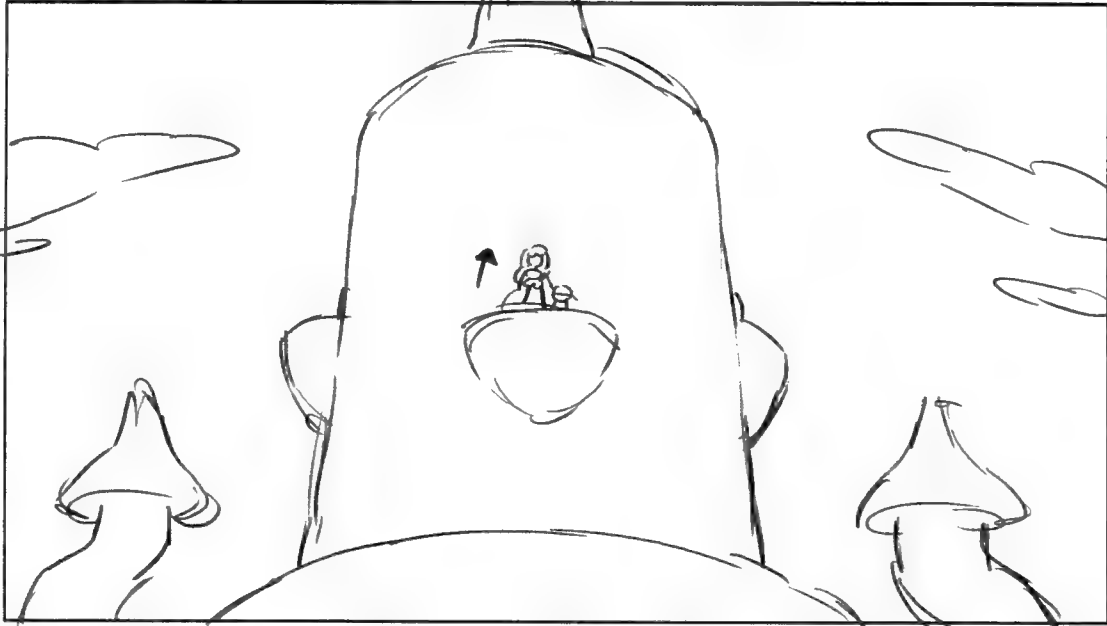


© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

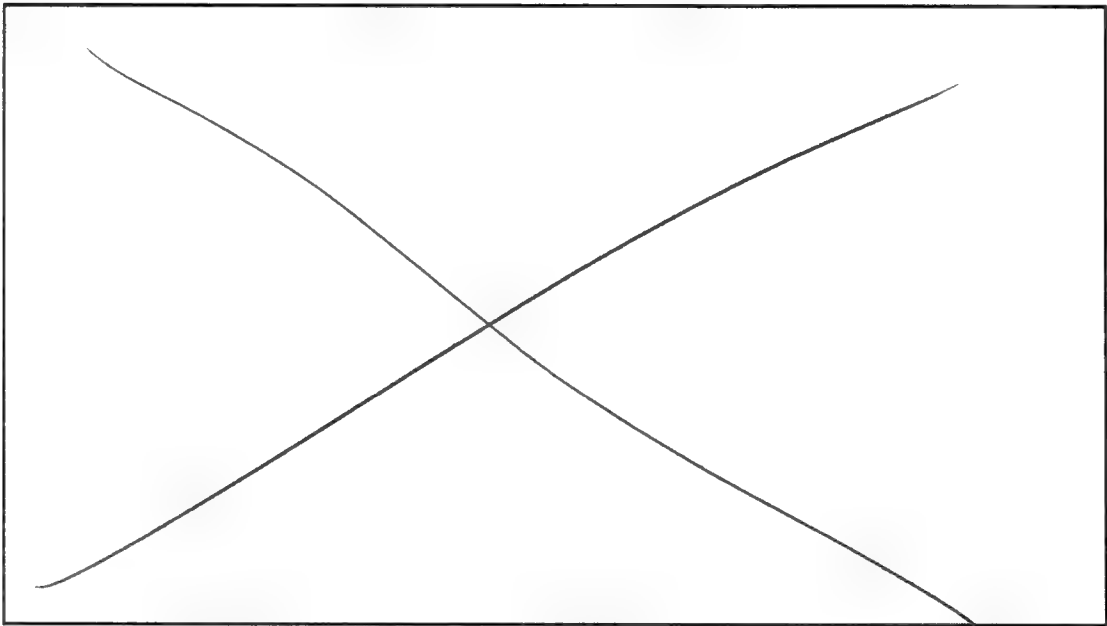
ADVENTURE TIME



Sc. 120 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
<p>PB: CANDY!!</p>
Action:
<p>(PB's motion follows through from past shot)</p>
Timing:

EPISODE # 1042-250  
Production :



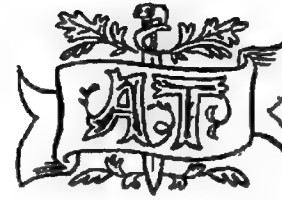
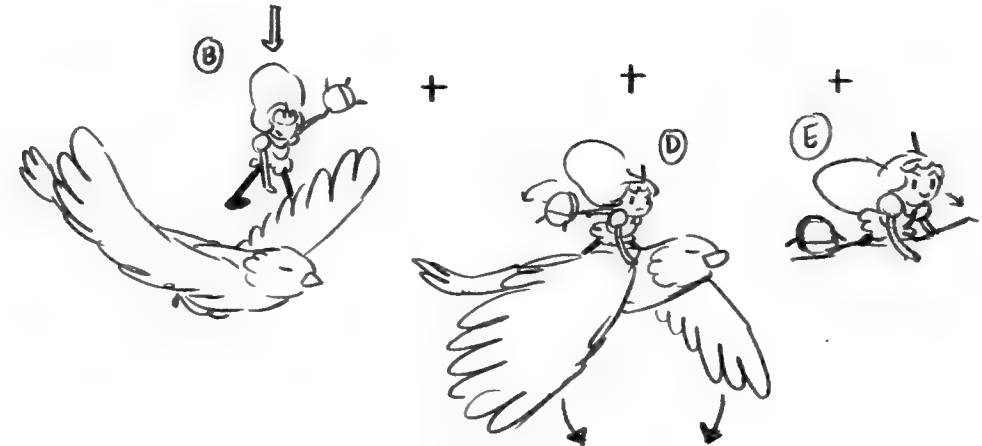
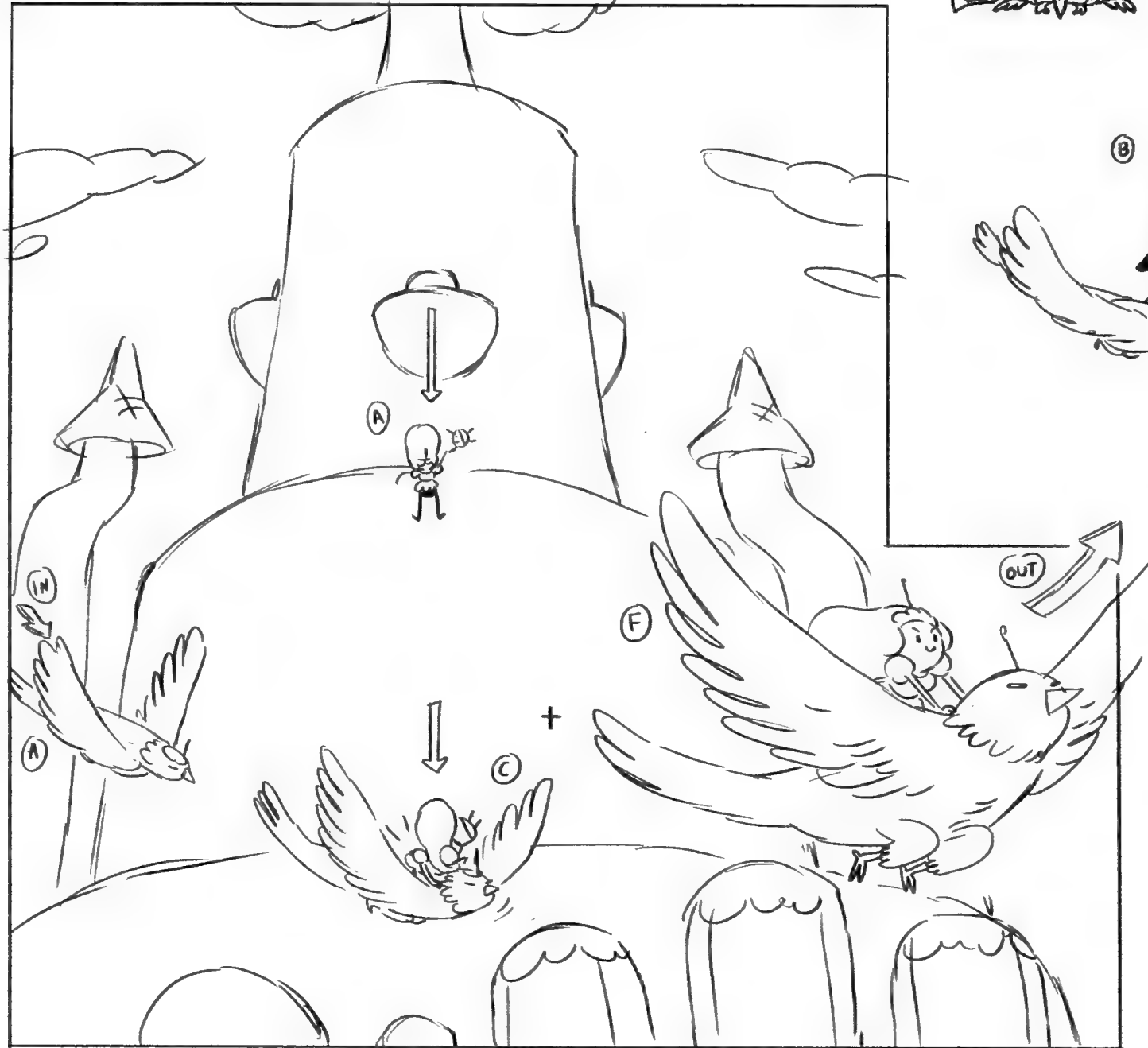
# ADVENTURE TIME

Sc. 120

**Pnl. B**

**Bg.**

**day night**

Page 205

- PAN W/ PB

PB: KA-KAW!!



-PB  
JUMPS  
-PAN  
DOWN

**Production :**

**EPISODE #**

1042-251

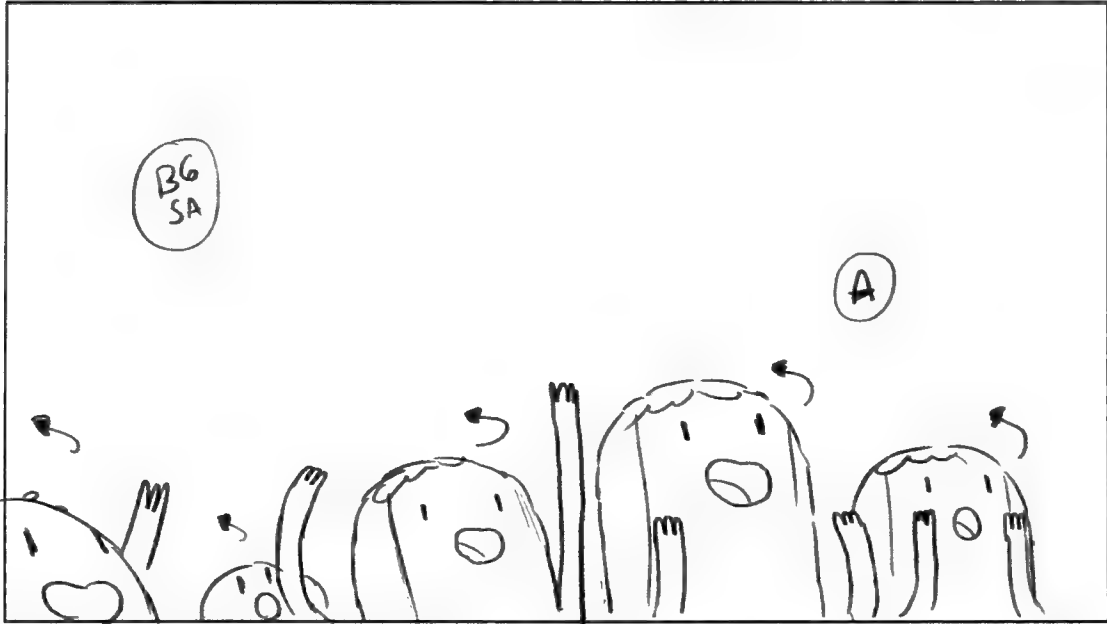


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

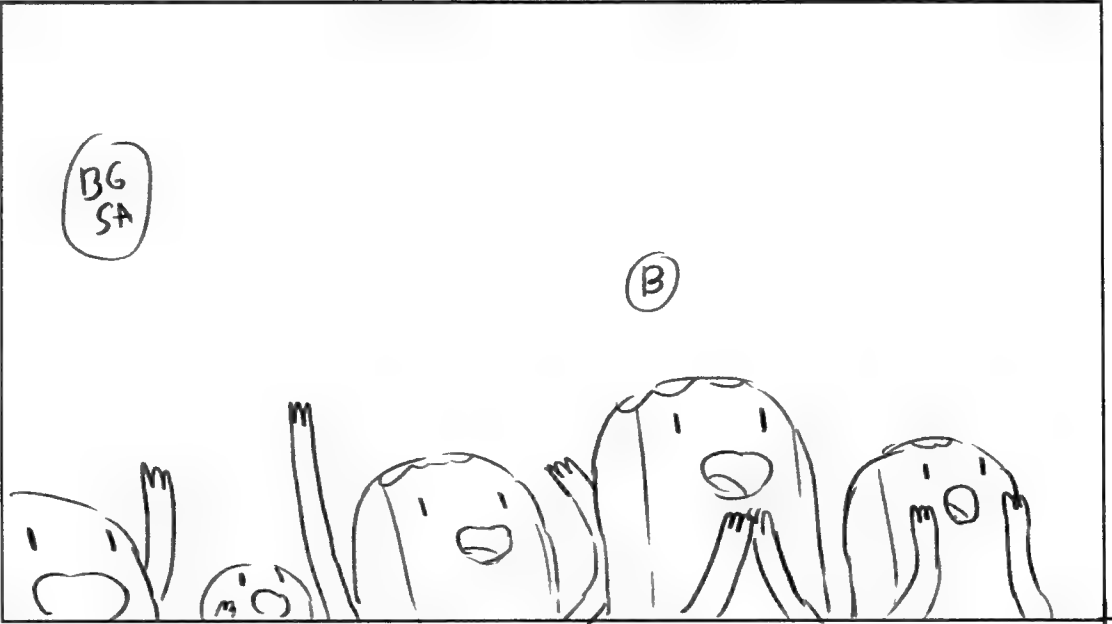
# ADVENTURE TIME



Sc. 120 Pnl. C Bg. day night



Sc. 120 Pnl. D Bg. day night



Dialog:	BG #1: SO MAJESTIC! ALT WOOD-BUBBLEGUM!
Action:	- BANANA GUARDS AND CANDY PEOPLE TURN.
Timing:	

1042-250  
EPISODE #  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

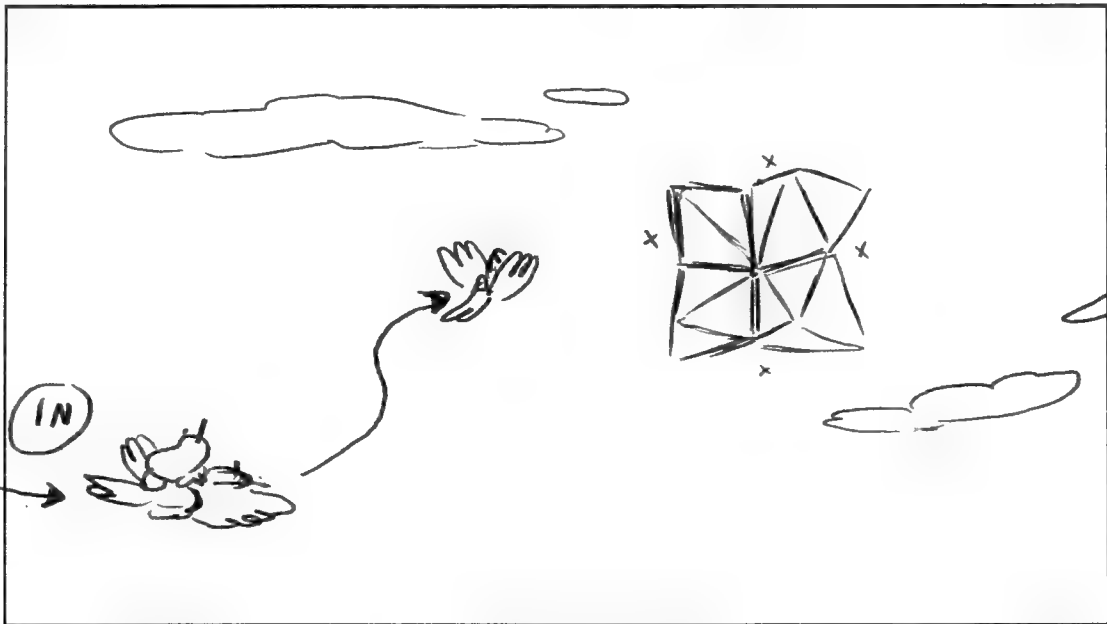


Sc. 121

Pnl. A

Bg.

day night

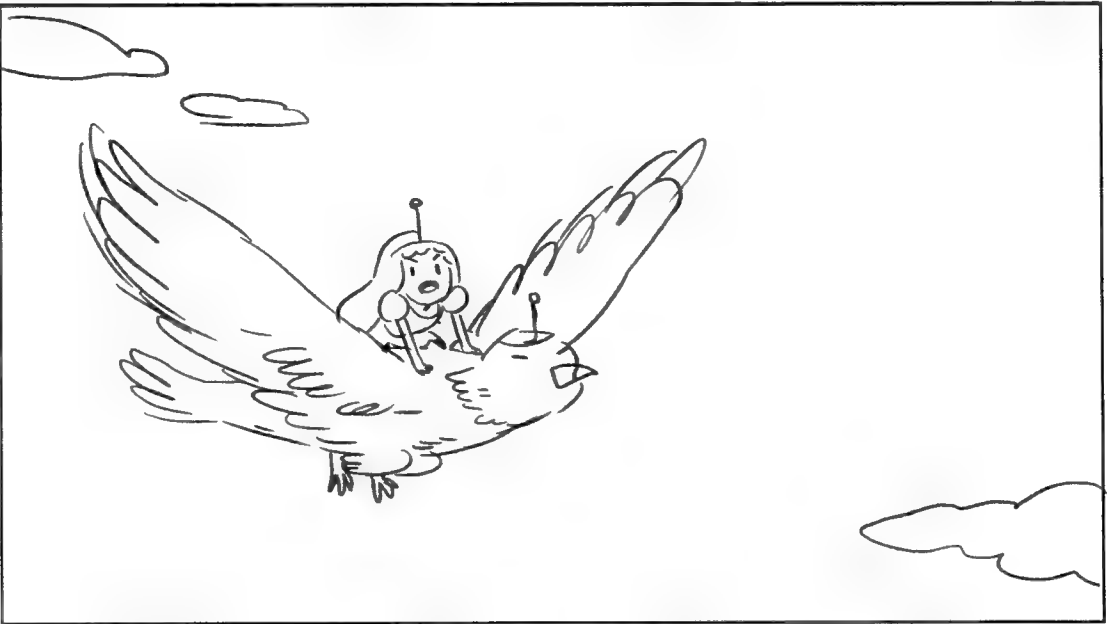


Sc. 122

Pnl. A

Bg.

day night



Dialog:

FT: PICK A NUMBER...

PB: HOW ABOUT...

Action:

- PB FLIES UP TO FORTUNE TELLER.

Timing:

1042-250

EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



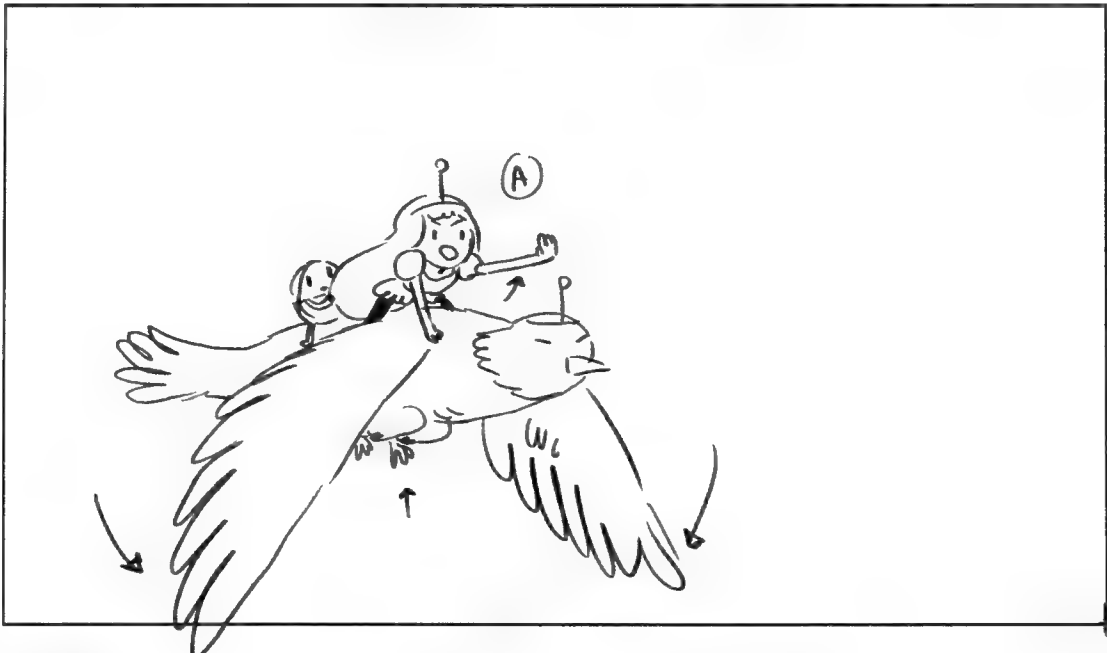
Page 208

Sc. 122

Pnl. B

Bg.

day night

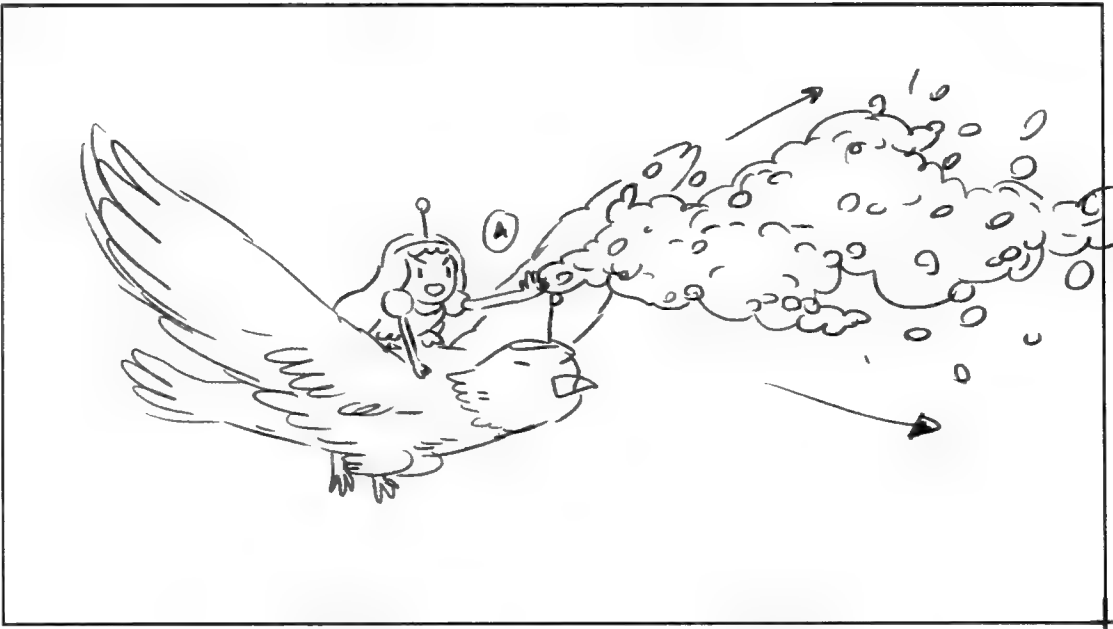


Sc. 122


Pnl. C


Bg.

day night



Dialog:	
<u>PB</u> : A NUMBER OF JELLY BEANS --	<u>PB</u> : IN YOUR <u>FACE</u> !
Action:	
Timing:	





- PB SHOTS OUT A BEAM OF JELLY BEANS.

EPISODE # 1042-25C  
Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

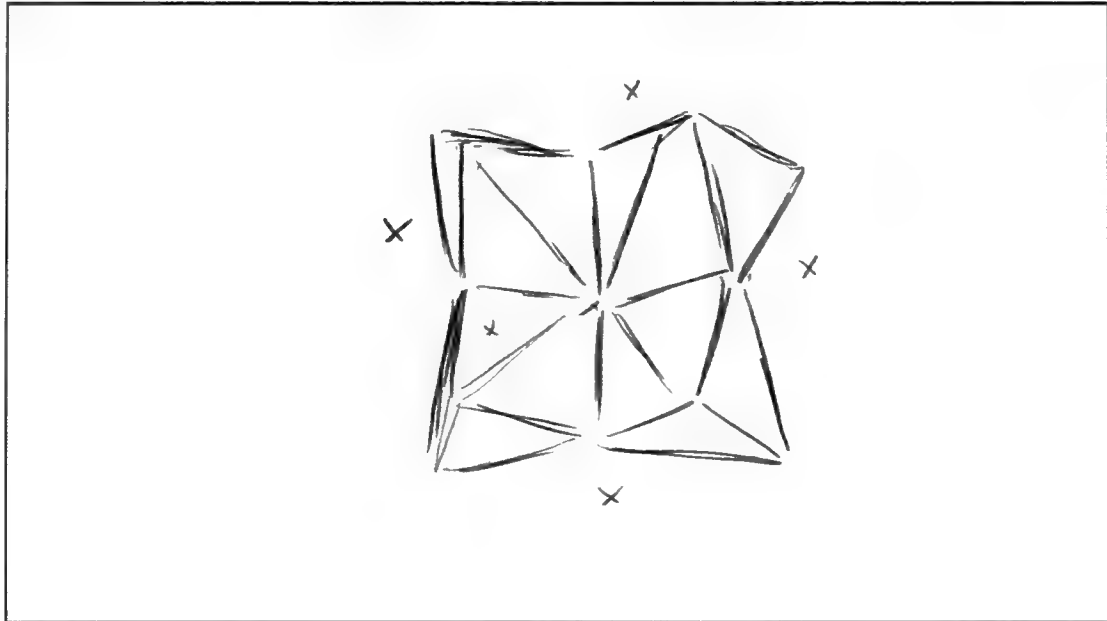


Sc. 123

Pnl. A

Bg.

day night

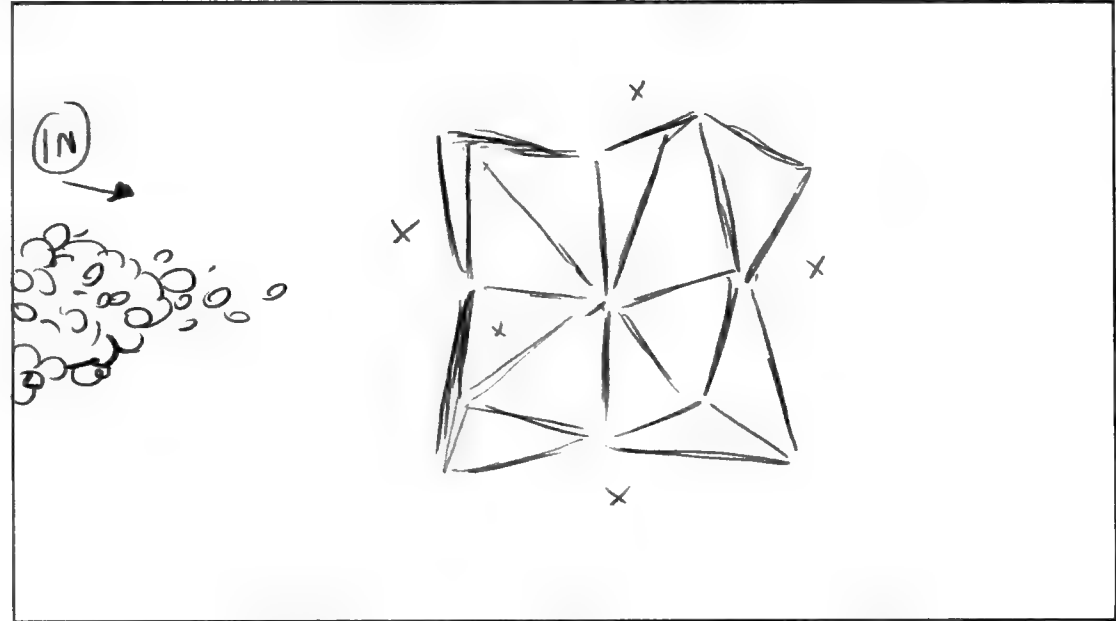


Sc. 123

Pnl. B

Bg.

day night



Dialog:
Action: - JELLY BEAN BEAM SHOOTS ON/S.
Timing:

EPISODE # 1042-250  
Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

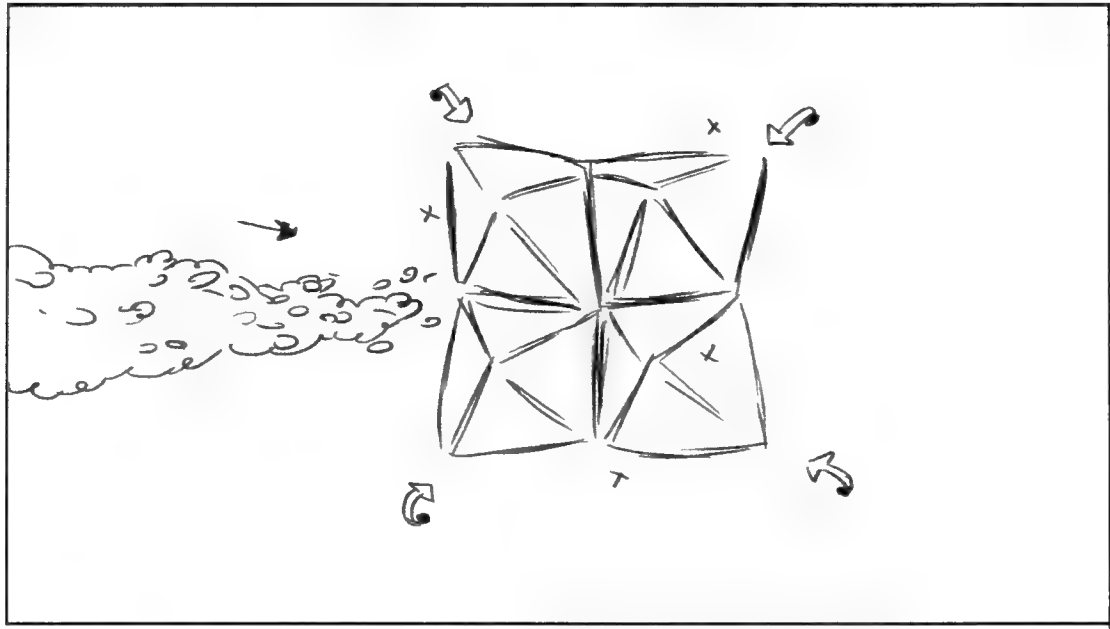


Sc. 123

Pnl. C

Bg.

day night

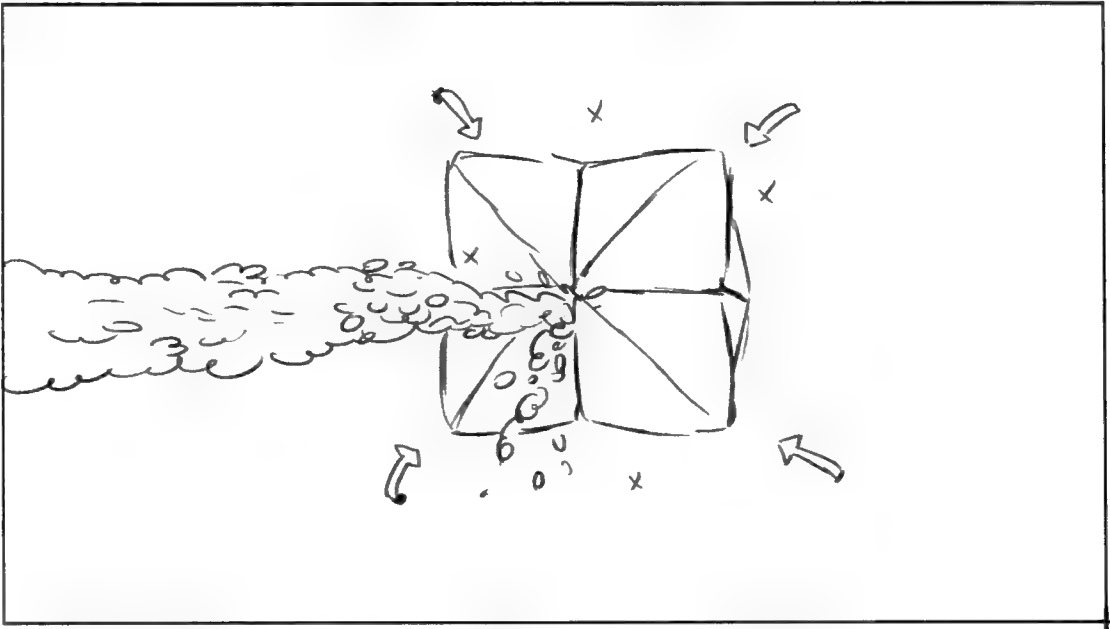


Sc. 123

Pnl. D

Bg.

day night



Dialog:	SFX: * FRRRT *	
Action:	- F.T. closes up	- beans ricochet away
Timing:		

EPISODE #

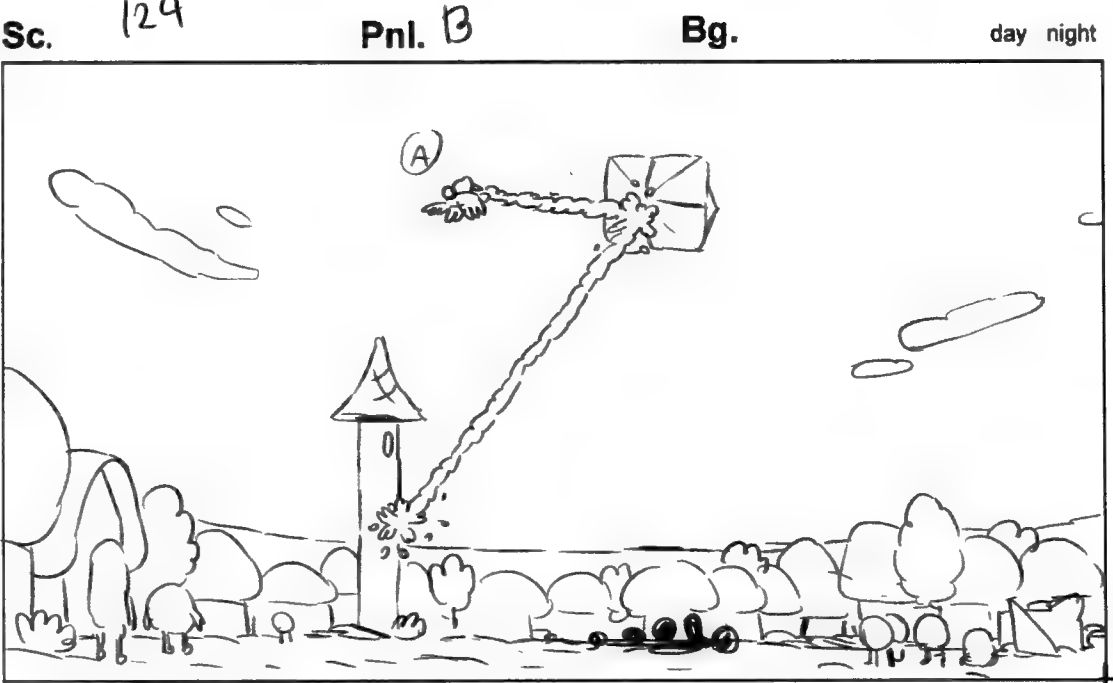
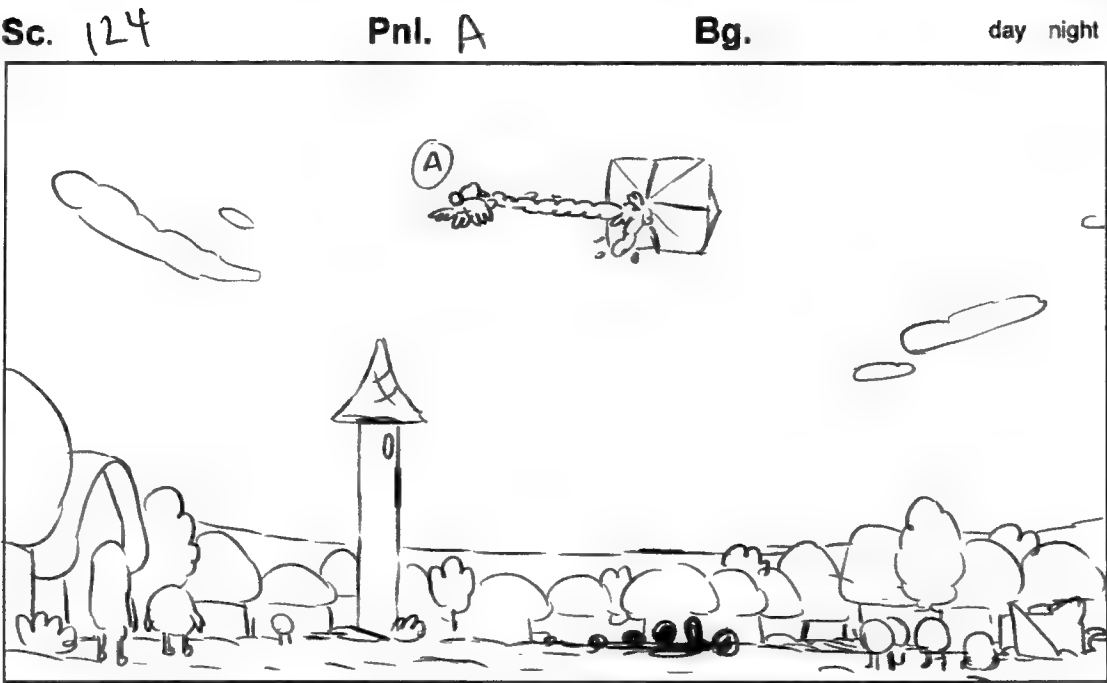
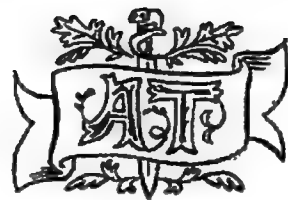
Production :

1042-250



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog:

SFX: \* PRRAT ! \*

Action:

- JELLY BEAN BEAM  
ricochets into ANOTHER TOWER.

Timing:

(B)

EPISODE # 1042-250 Production :

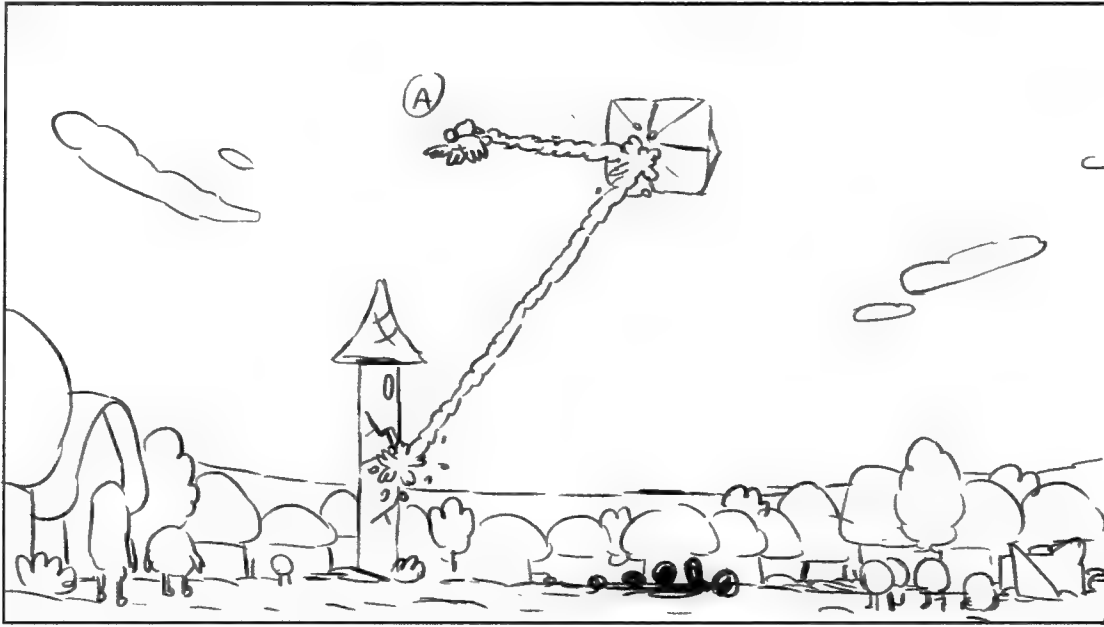


© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be shown from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 124 Pnl. C Bg. day night



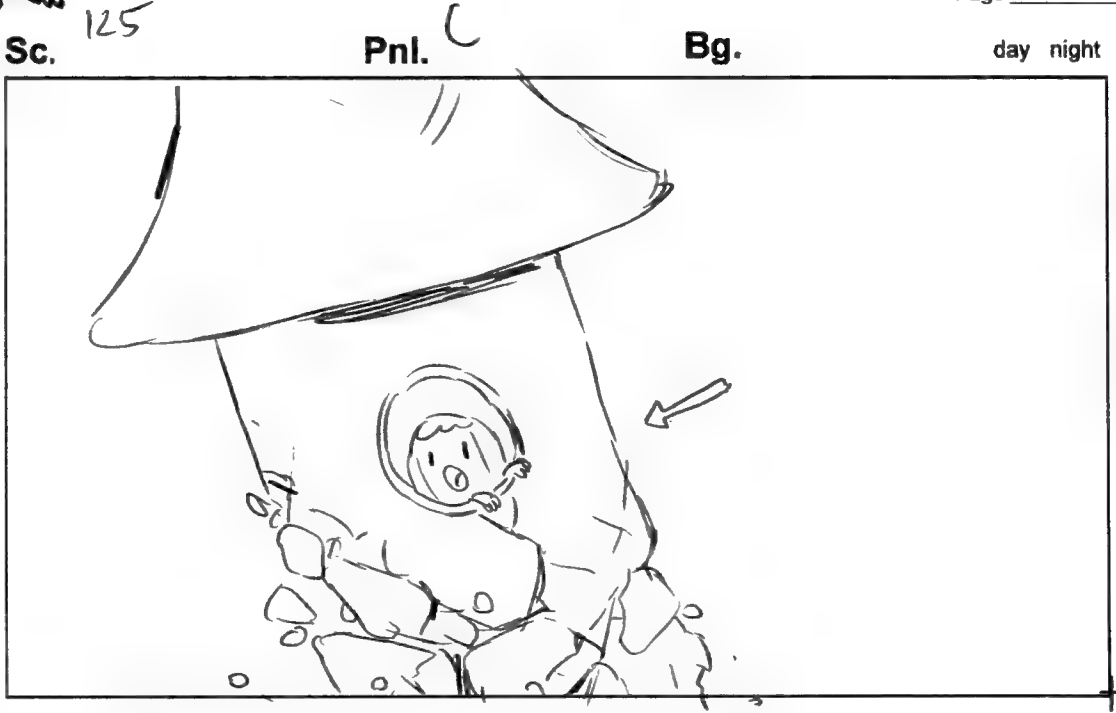
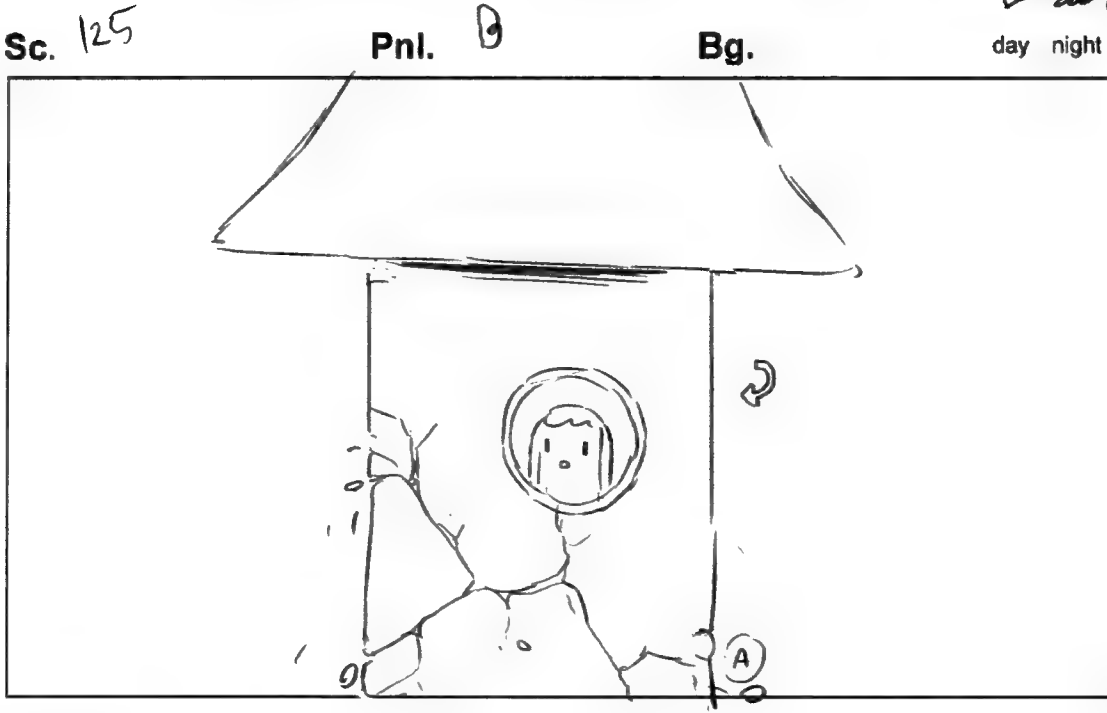
Dialog:	SFX: (CRACKS IN TOWER)	SFX: (CRACKS)
Action:	(B)	<p>CRACK TRAVELS UP TOWER TO BANANA GUARD.</p>
Timing:		

EPISODE # 1042-250 Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	B.G.#2: UH-OH.	B.G.#2 WATCH OUT BELOW
Action:	-TOWER STARTS FALLING	
Timing:		

1042-250  
EPISODE #  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

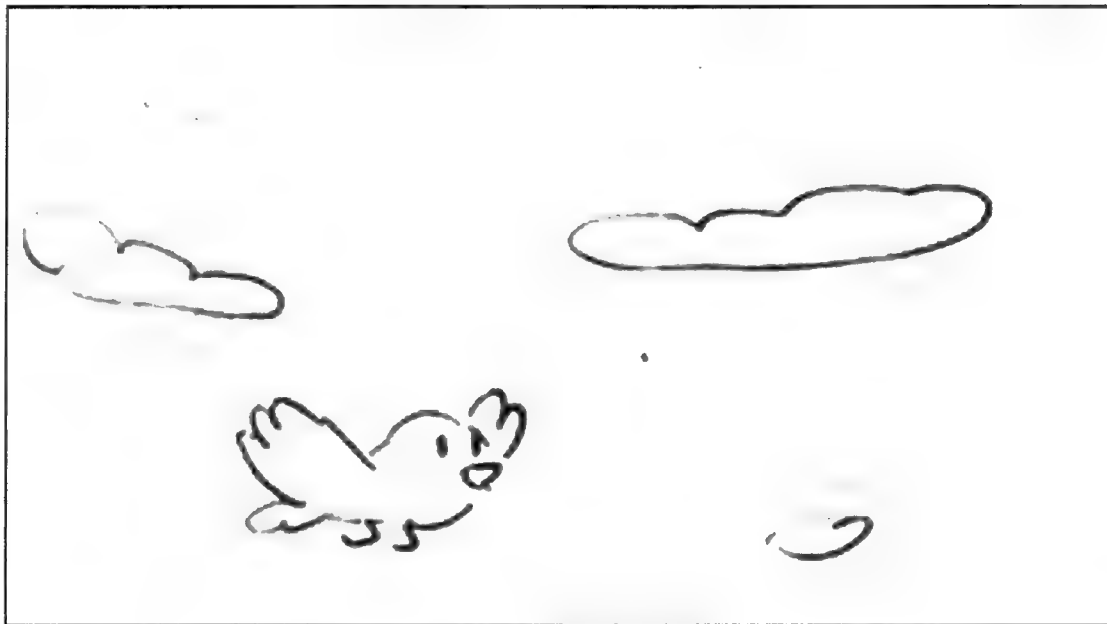


Sc. 124

Pnl. A

Bg.

day night

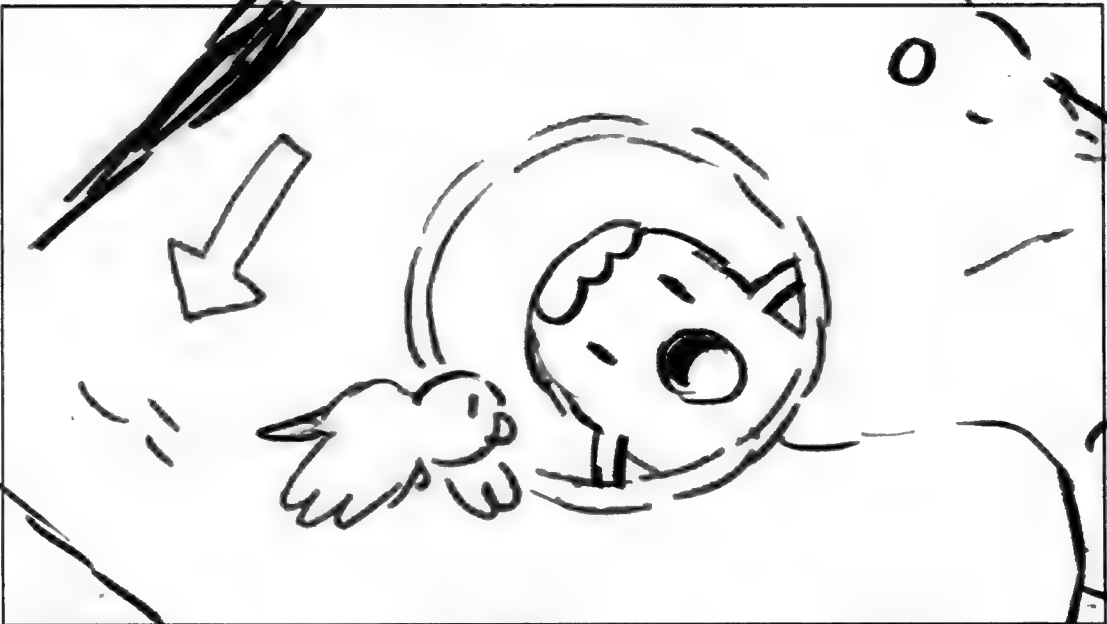


Sc. 126

Pnl. B

Bg.

day night



Dialog:	
BG#2 : (O/S) A A A A --	BG#2: A A A A --
Action: - SCENE SUDDENLY VERY QUIET. - TOWER FALLS THROUGH SCREEN IN SLO-MOTION.	
Timing:	

1042-250

EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

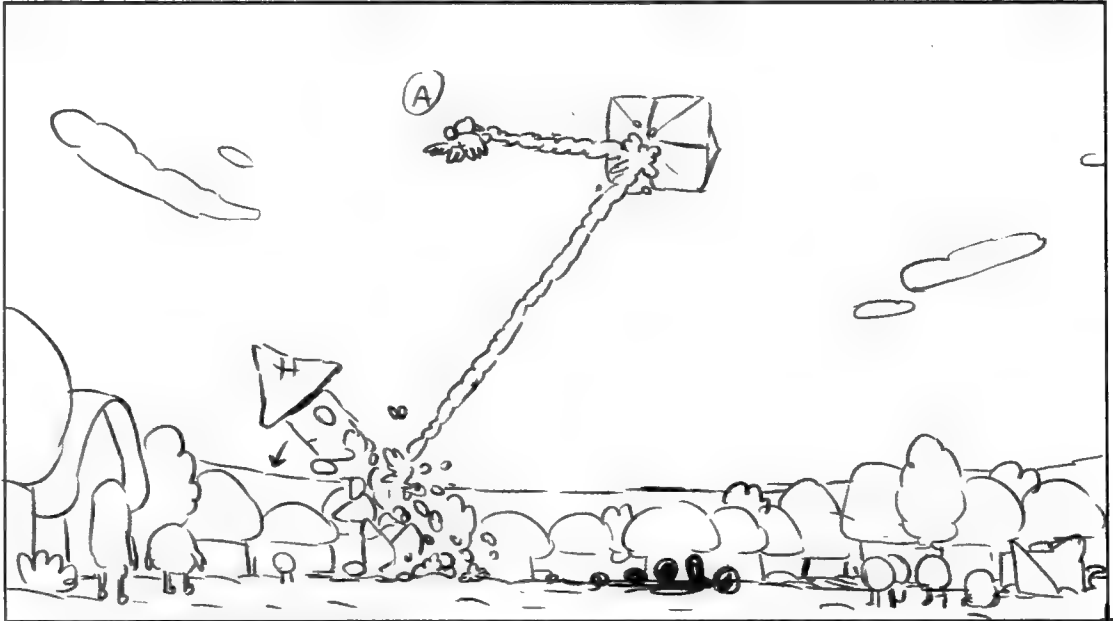
ADVENTURE TIME



Sc. 126 Pnl. C Bg. day night



Sc. 127 Pnl. A Bg. day night



Dialog:	· <u>BG#2</u> : A A A A ...
Action:	- TOWER FALLS OFF/S.  (B)
Timing:	

1042-251  
EPISODE #  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

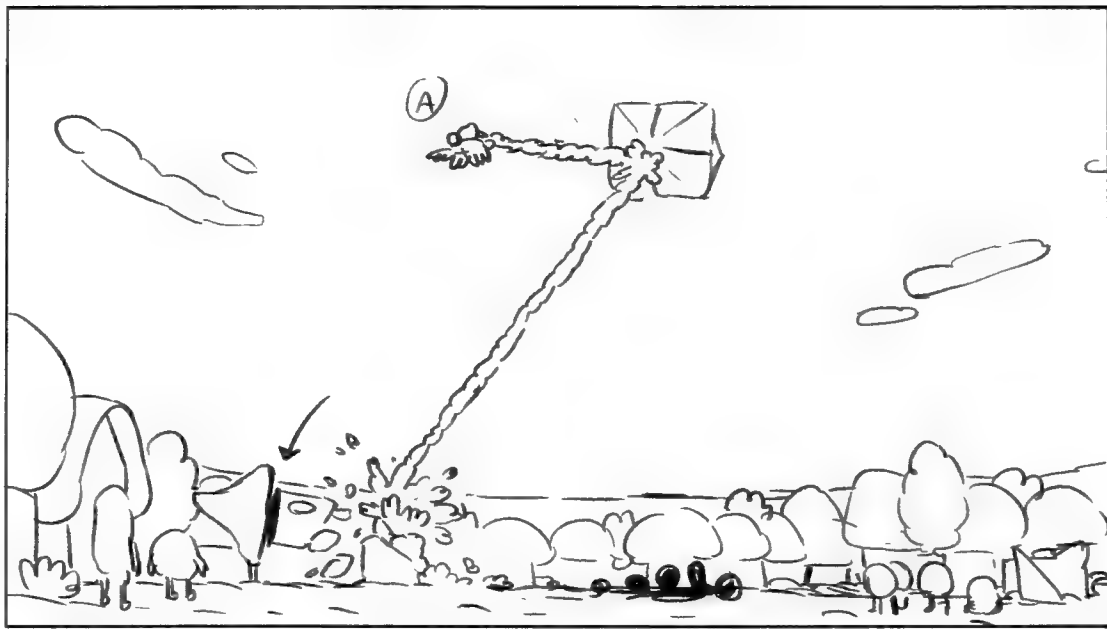


Sc. 127

Pnl. B

Bg.

day night

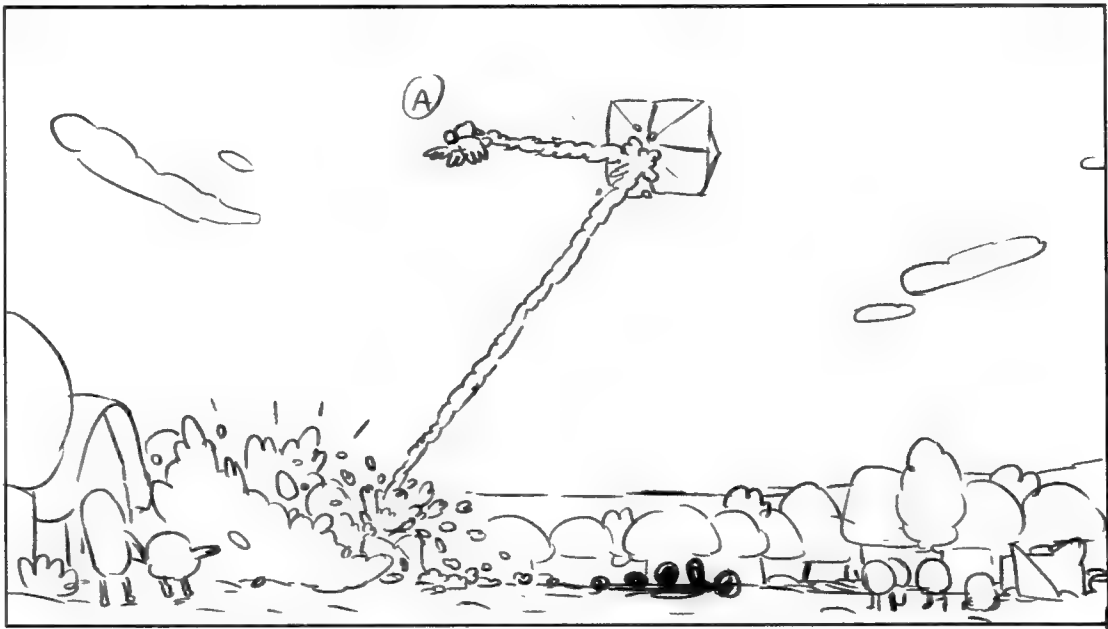


Sc. 127

Pnl. C

Bg.

day night



Dialog:	SFX: * SKSHHH! *
Action:	(B) (tower crashes to ground)
Timing:	

EPISODE # 1042-250  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



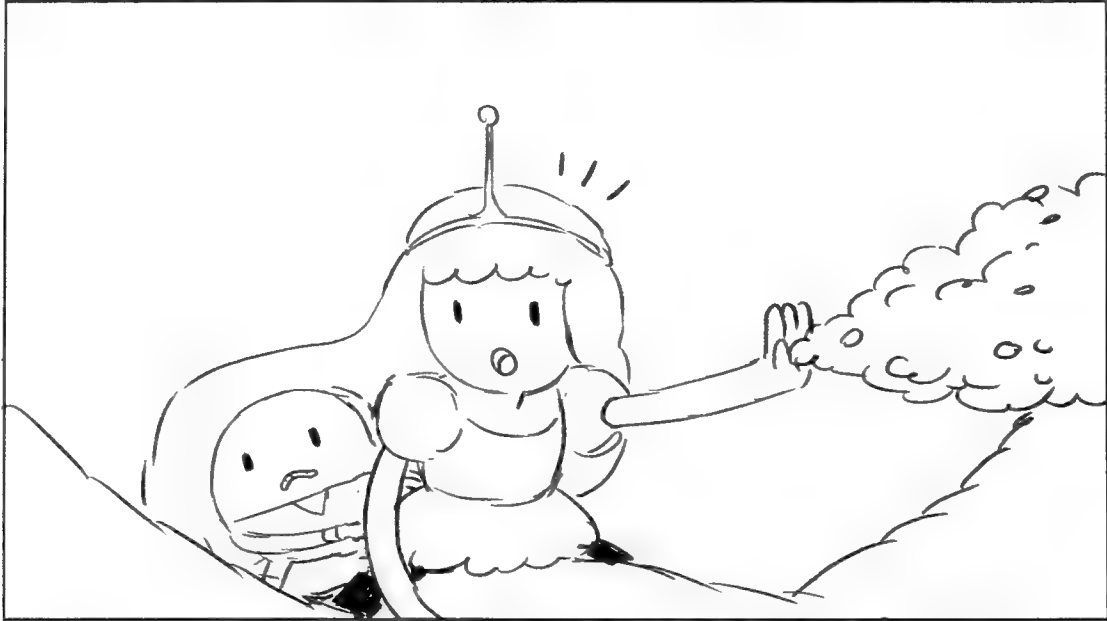
Page 217

Sc. 128

Pnl. A

Bg.

day night

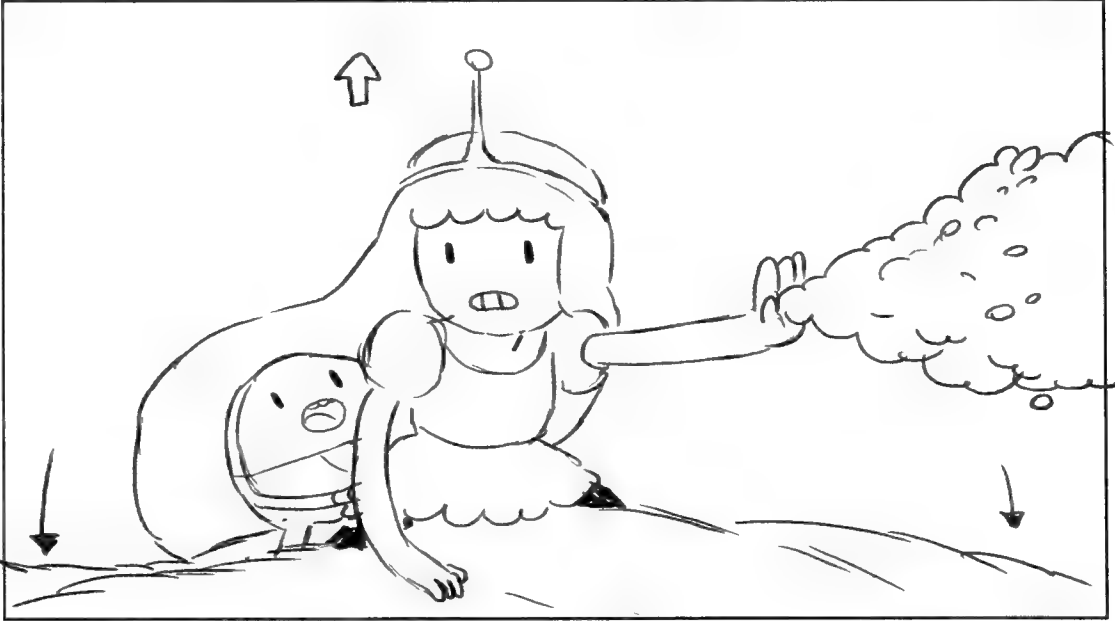


Sc. 128

Pnl. B

Bg.

day night



Dialog:	<u>PB</u> : OH, SHOOT!	<u>PEP</u> : TRY A MORE POWERFUL ATTACK!
Action:		
Timing:		

EPISODE # 1042-250  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, digitized or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



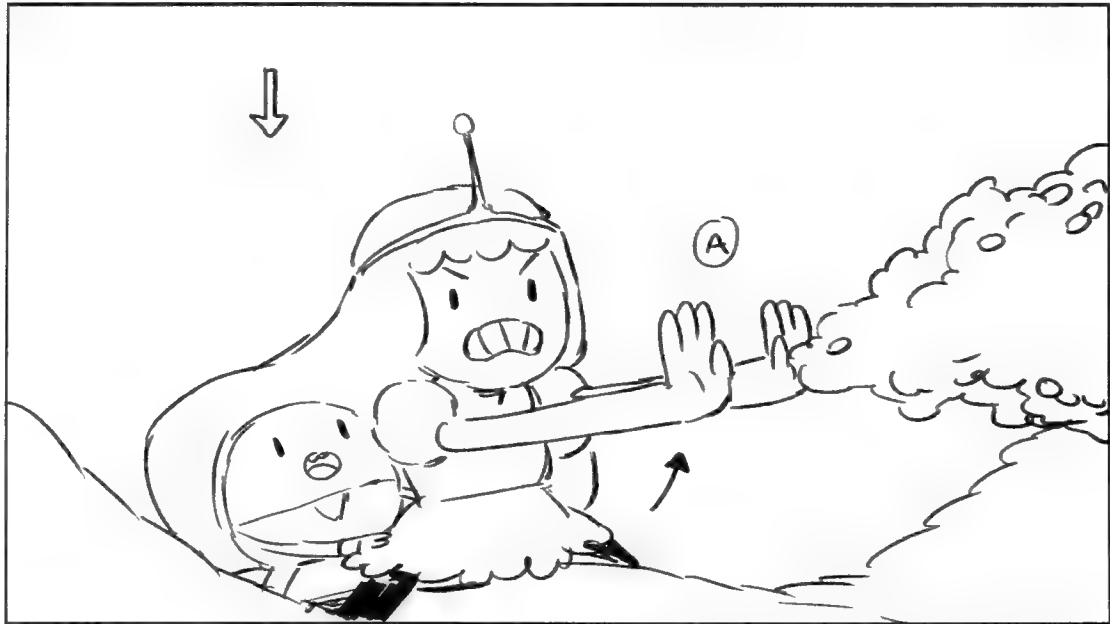
Page 218

Sc. 128

Pnl. C

Bg.

day night

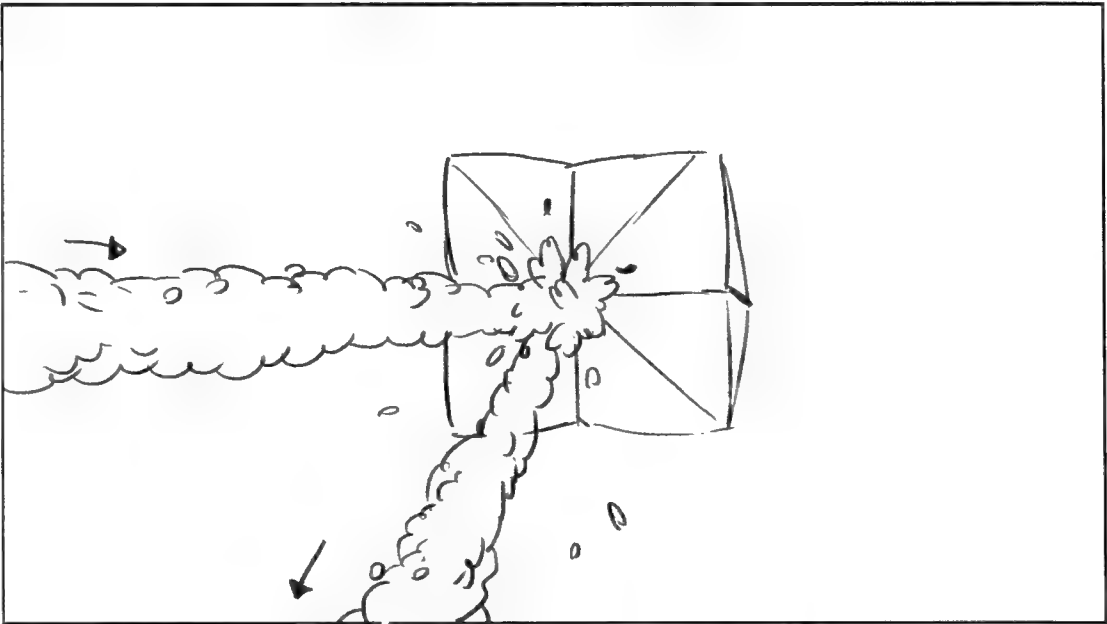


Sc. 129

Pnl. A

Bg.

day night



Dialog:

PEP: DO A GOBSTOPPER!

SFX: \*FRRRT!\* (B)

Action:



Timing:

PEP: <sup>(o/s)</sup> THAT'S JUST MORE BEANS!

- JELLY BEANS CONTINUE RICOCHETING.

EPISODE # 1042-250

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 130 Pnl. A Bg. day night



Sc. 130 Pnl. B Bg. day night



Dialog:	PB: I'm TRYING !!
Action:	- JELLY BEAN BEAM DISSIPATES.
Timing:	

1042-250

EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

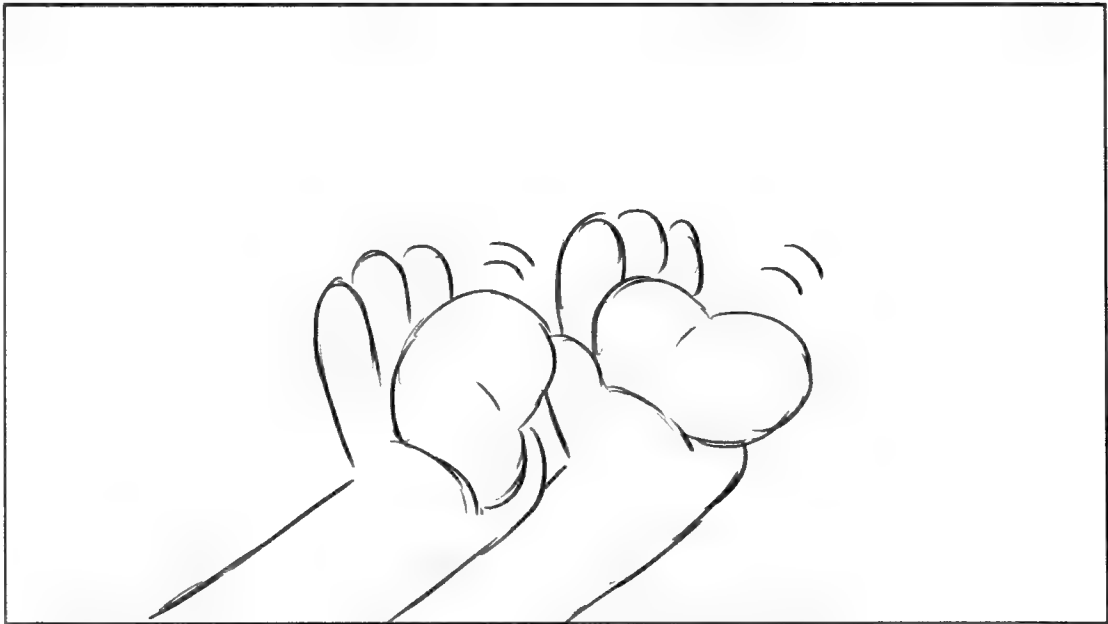
# ADVENTURE TIME



Sc. 130 Pnl. C Bg. day night



Sc. 131 Pnl. A Bg. day night



Dialog:	
<u>PB</u> : HNNGG...	<u>SFX</u> : * FRRRT-- *
Action:	
- PB STRAINS.	- two giant beams grow out of PBs palms.
Timing:	



EPISODE # 1042-250  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

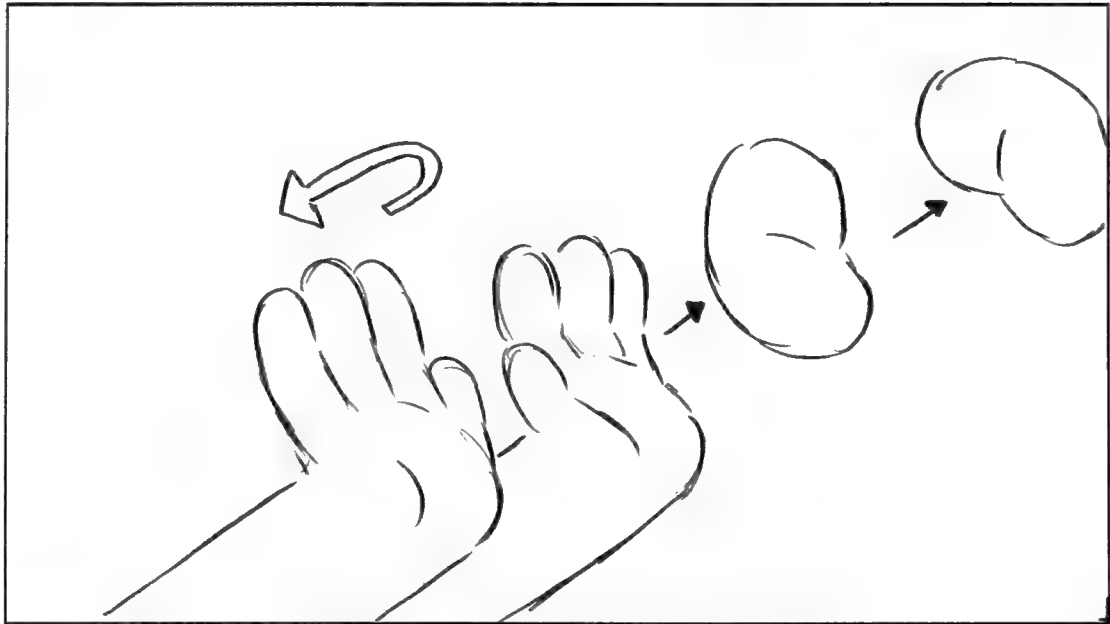


Sc. 131

Pnl. B

Bg.

day night

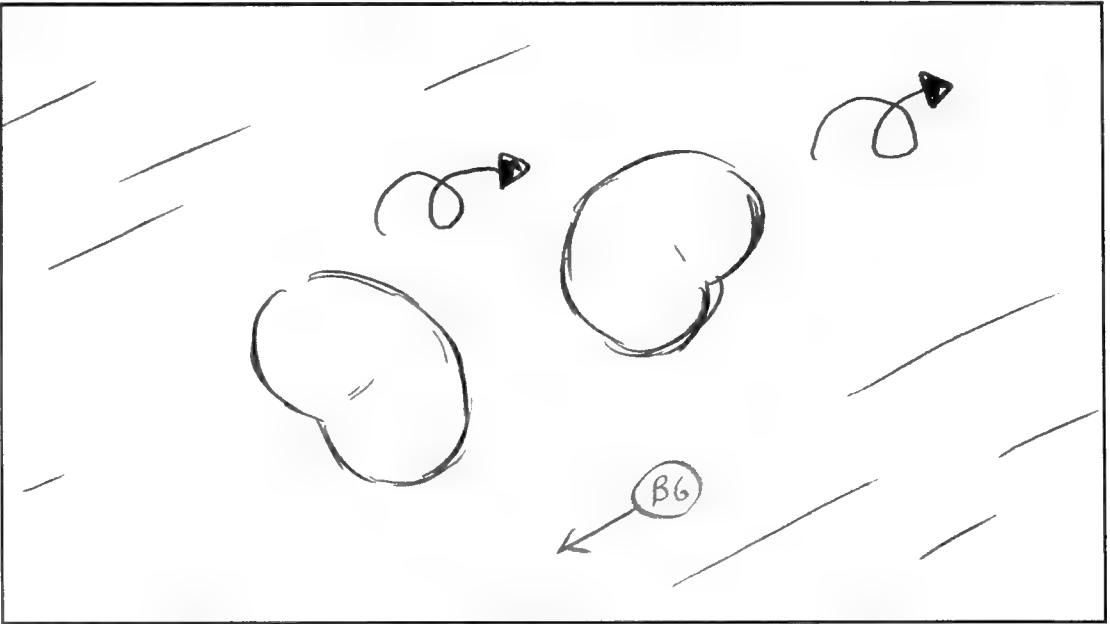


Sc. 131

Pnl. C

Bg.

day night



Dialog:

SFX: \* FWOMP! \*

Action:

- Beans shoot out suddenly

- fly hard and fast through air

Timing:

1042-250

EPISODE #

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

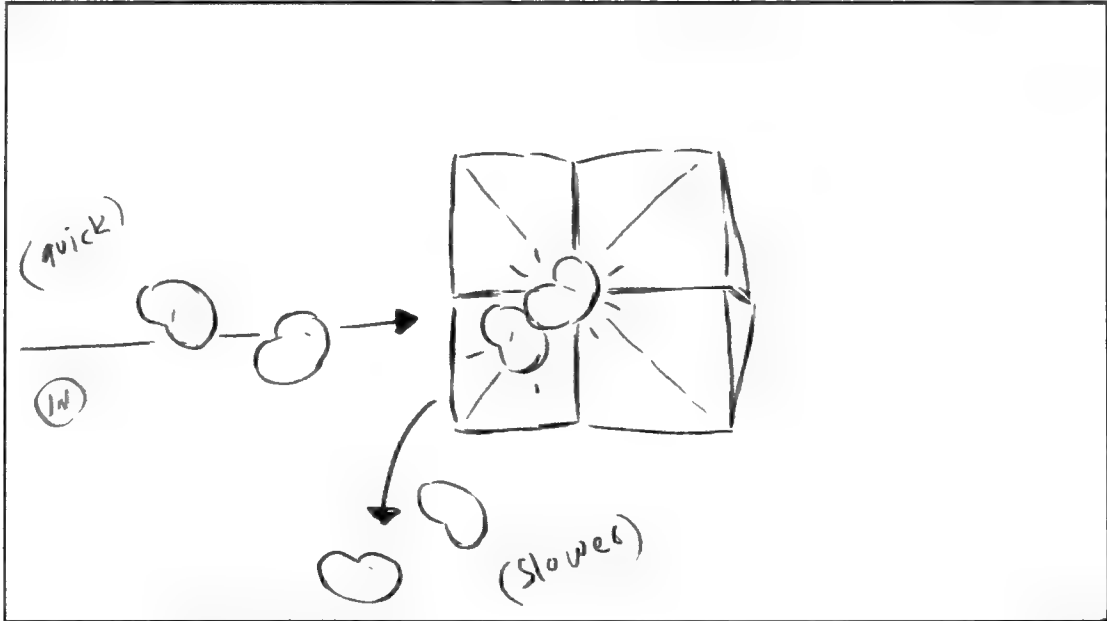


Sc. 132

Pnl. A

Bg.

day night

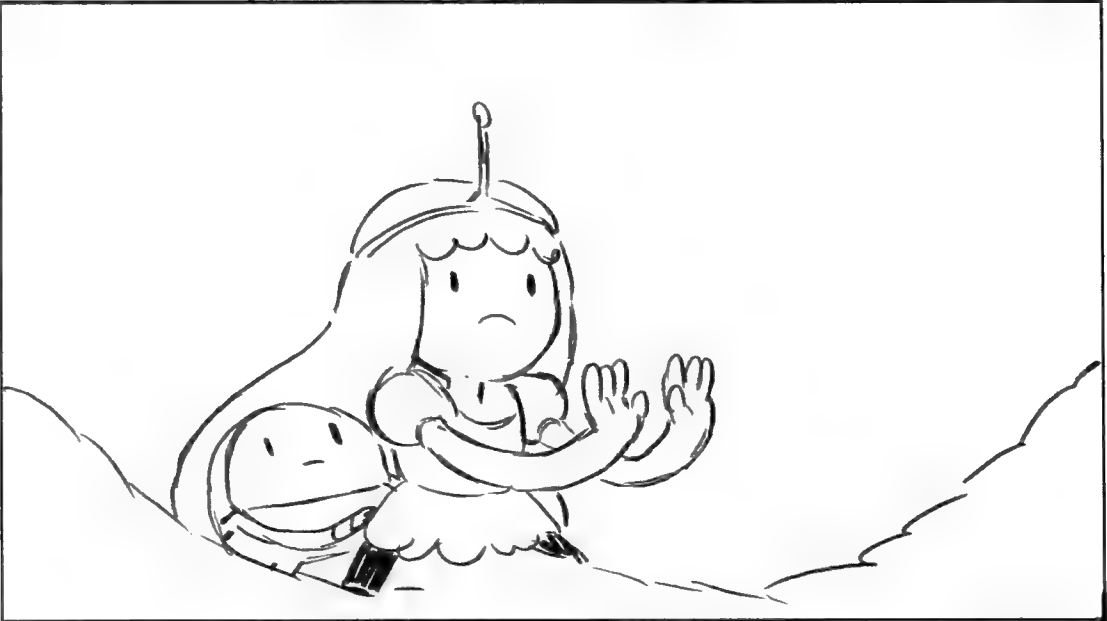


Sc. 133

Pnl. A

Bg.

day night



Dialog:

SFX: ★ BOING. ★ (pathetic)

Action:

- JELLY BEANS FLY ON/S AND HARMLESSLY BOUNCE OFF OF F.T. AND FALL OFF/S.

Timing:

1042-250

EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

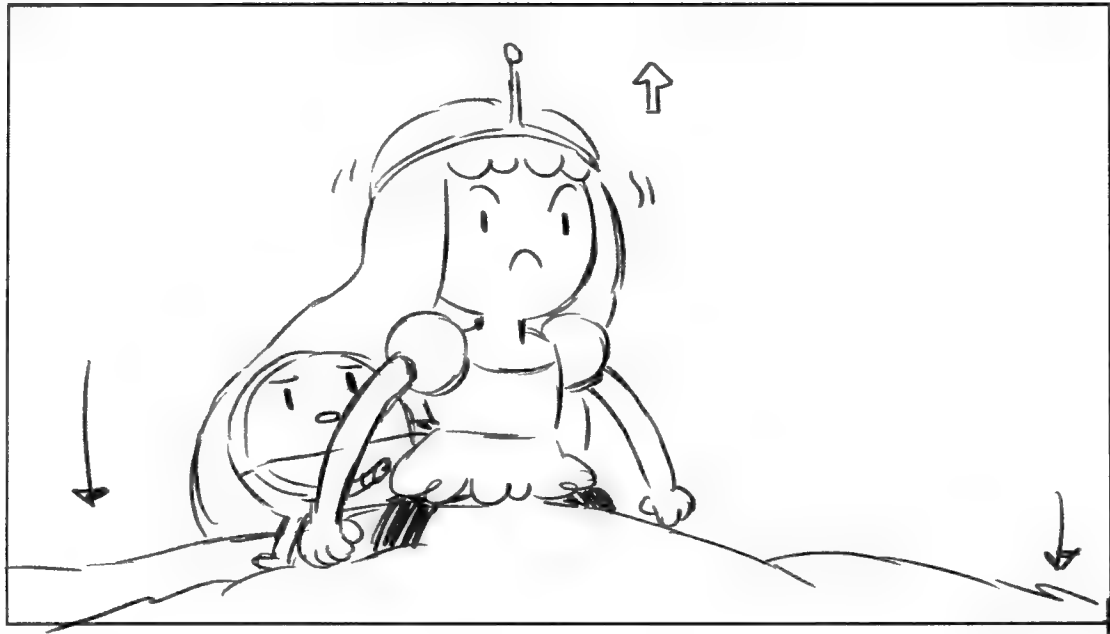


Sc. 133

Pnl. B

Bg.

day night

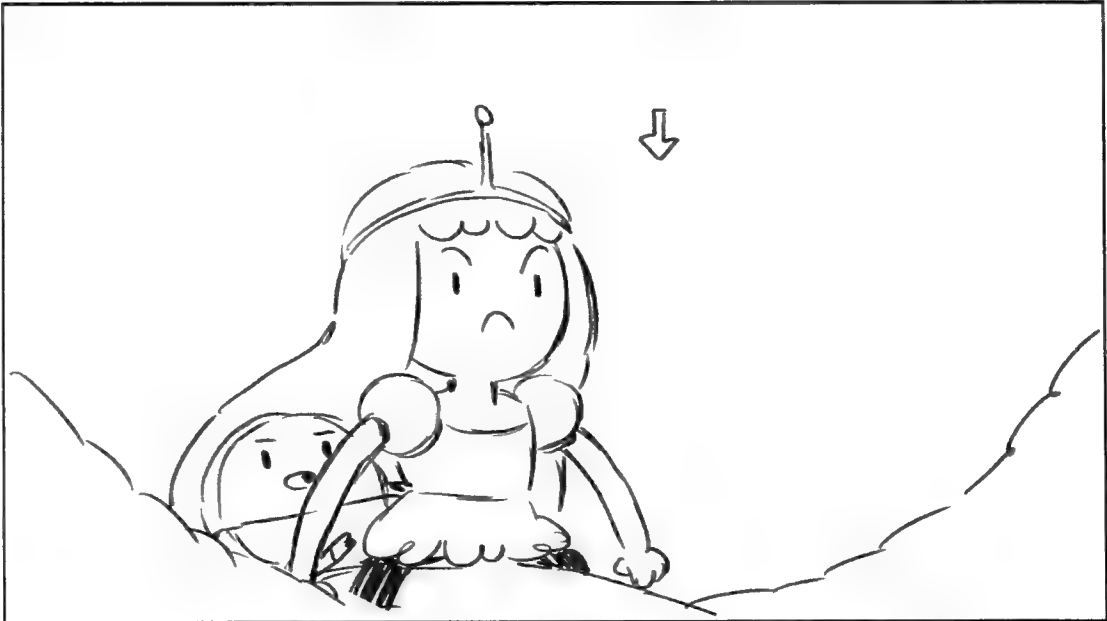


Sc. 133

Pnl. C

Bg.

day night



Dialog:	PEP: OKAY --	PEP: THOSE WERE STILL JEWELBEANS...
Action:		
Timing:		

1042-251

EPISODE #

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

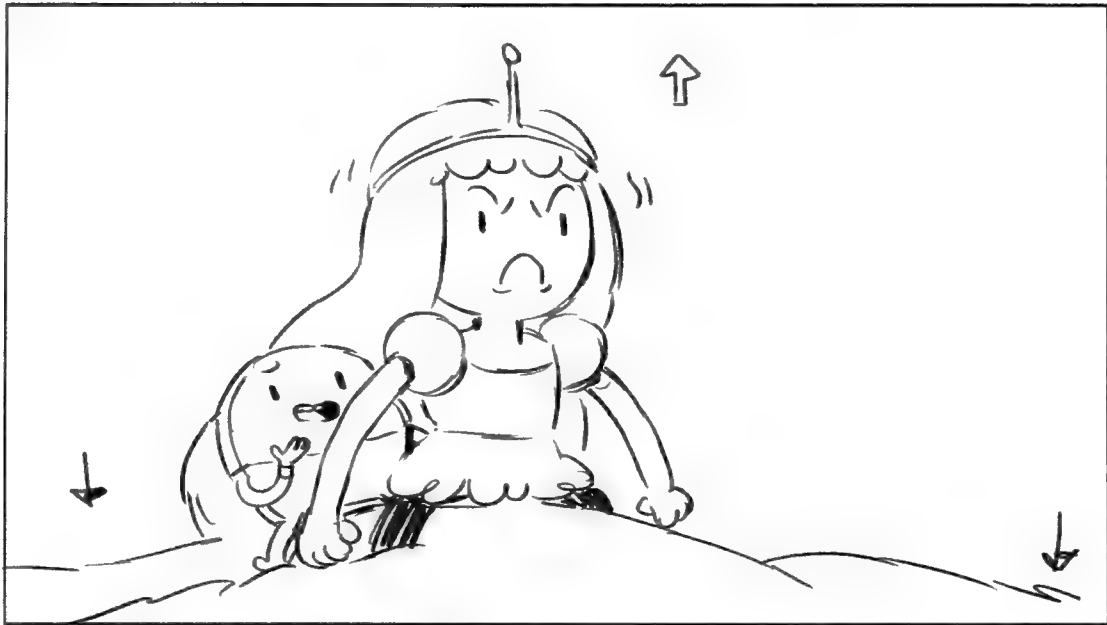


Sc. 133

Pnl. D

Bg.

day night

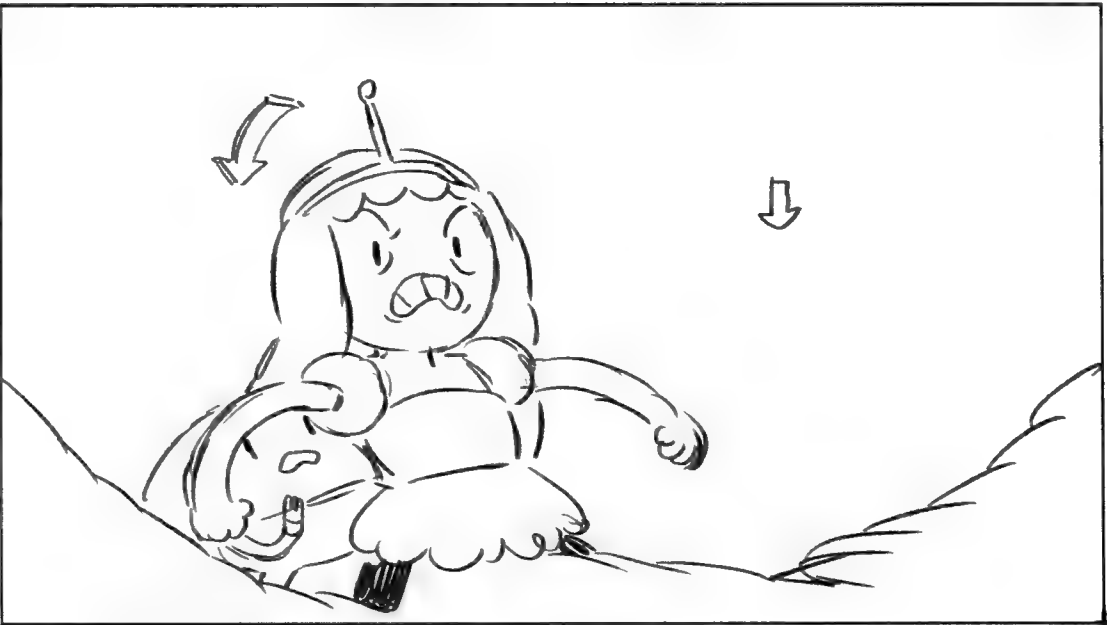


Sc. 133

Pnl. E

Bg.

day night



Dialog:

PEP: BUT...THEY WERE BIGGER!

Action:

- PB ANTICS BACK.

Timing:

1042-250

EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

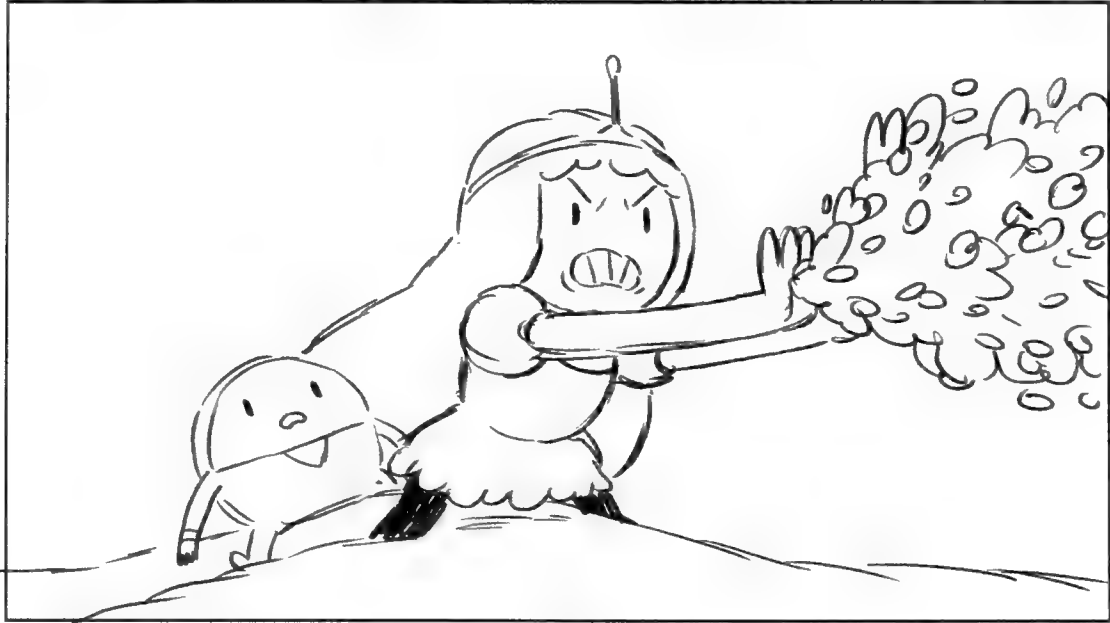


Sc. 133

Pnl. F

Bg.

day night

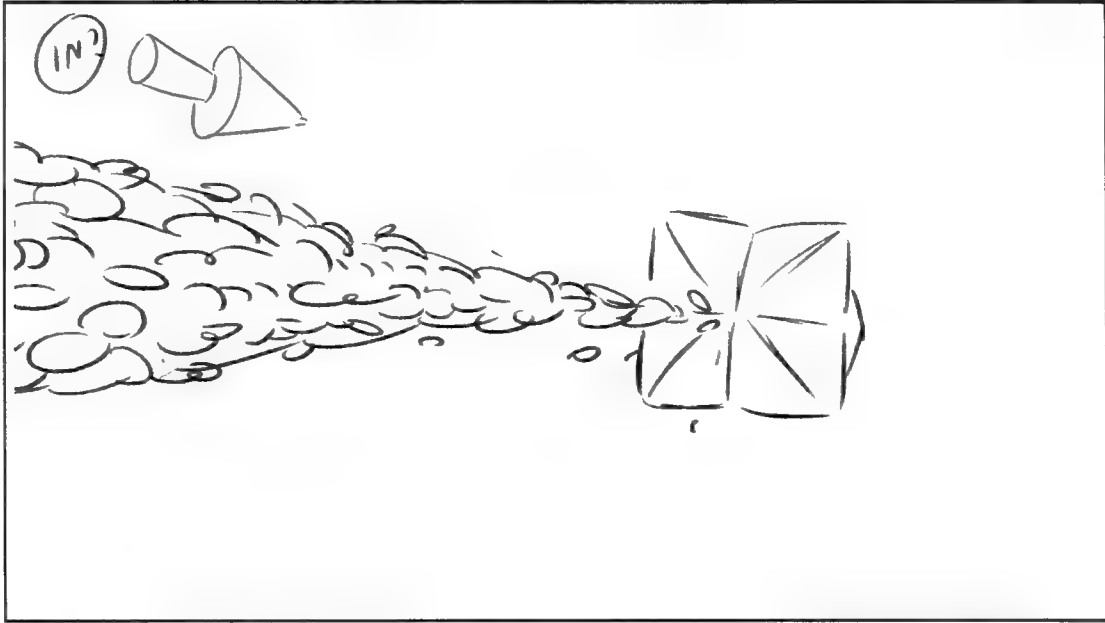


Sc. 134

Pnl. A

Bg.

day night



Dialog:

PB: GRARR AAH !!!

SFX: \* FRRRRRT! \*

Action:

- PB SHOTS JELLY BEAN BEAM, MORE INTENSE.

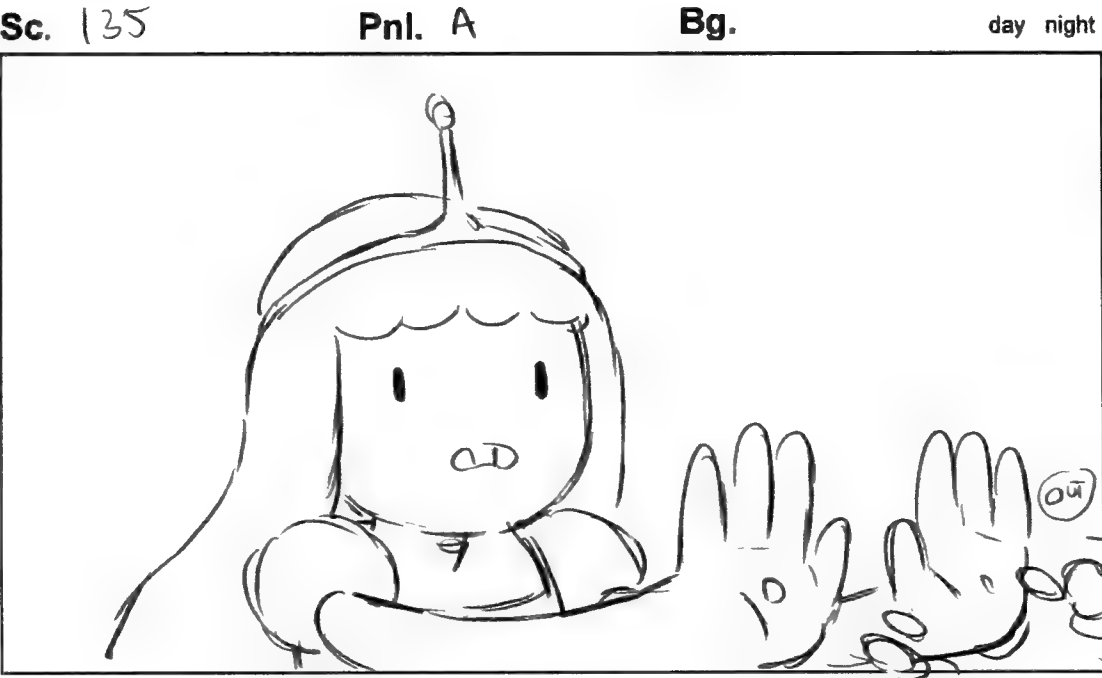
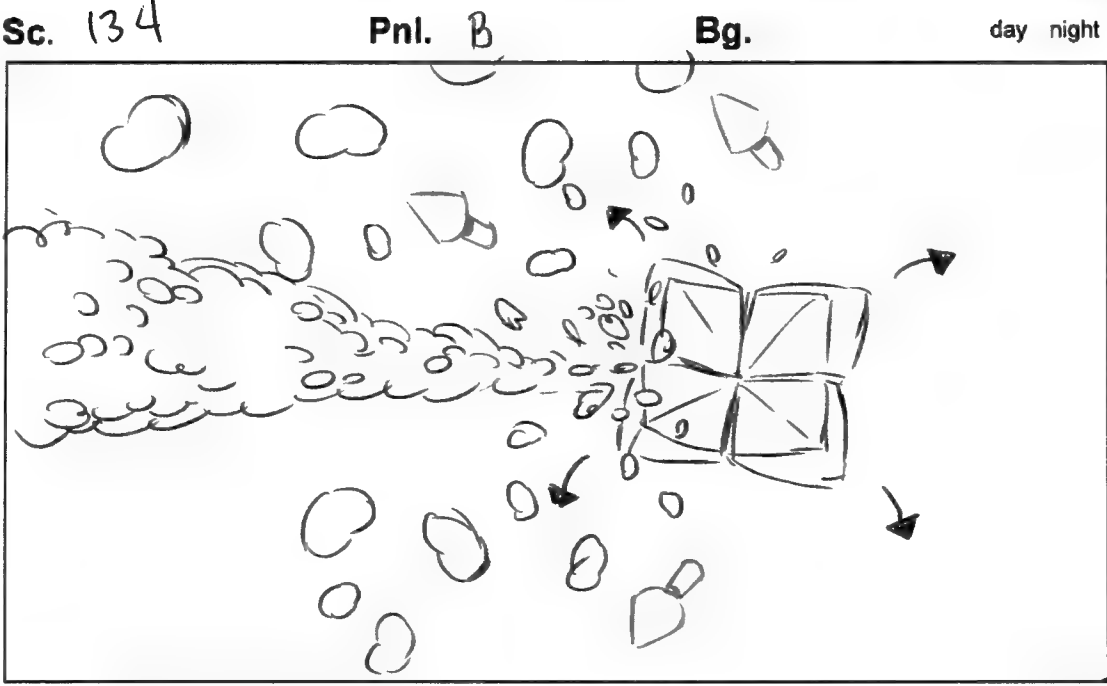
Timing:

EPISODE # 1042-250  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	SFX: *KLANG!!*
Action:	- FT SUDDENLY UNFOLDS BOUNCING BEANS TOWARDS PB
Timing:	

1042-250  
EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 135

Pnl. B

Bg.

day night



Sc. 135

Pnl. C

Bg.

day night



Dialog:
PB: AH! SFX: *THP*THP*THP-THP*
Action: - I BEANS BOUNCE AT PB.
Timing:

1042-250

EPISODE #

Production :

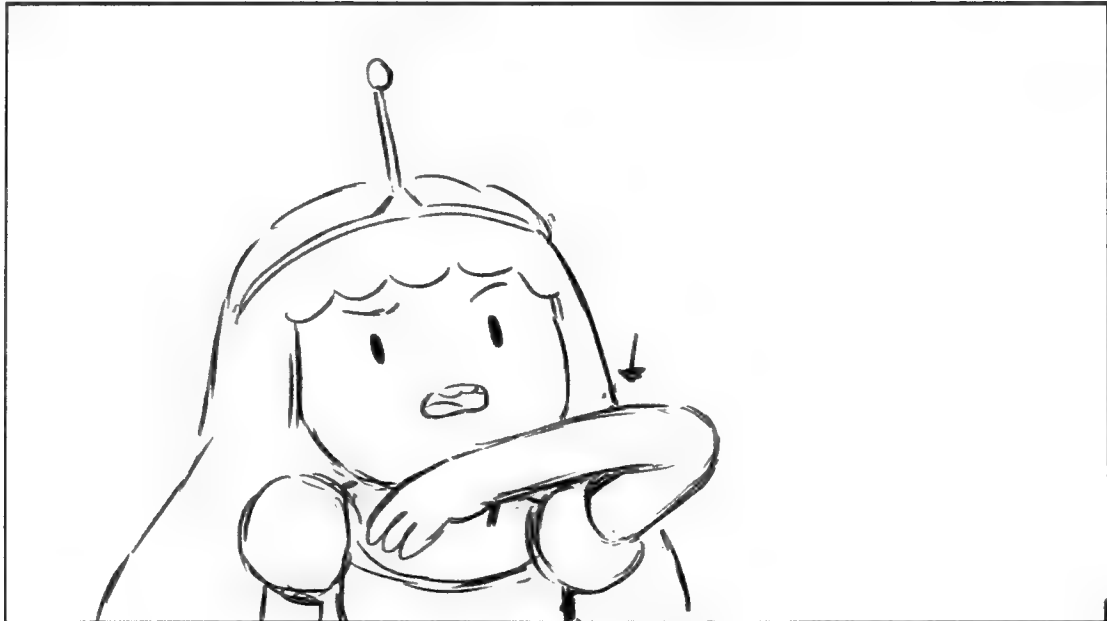


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

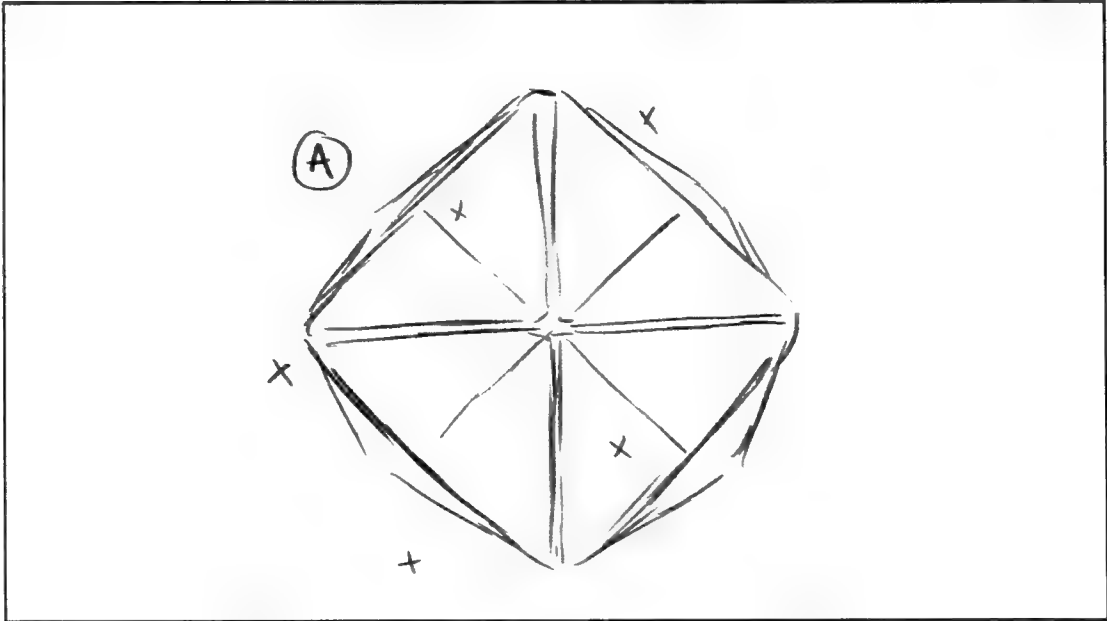
# ADVENTURE TIME



Sc. 135 Pnl. D Bg. day night



Sc. 134 Pnl. A Bg. day night



Dialog:
<u>PB</u> : WHAT THE HECK ?
Action:
Timing:

1042-250  
EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

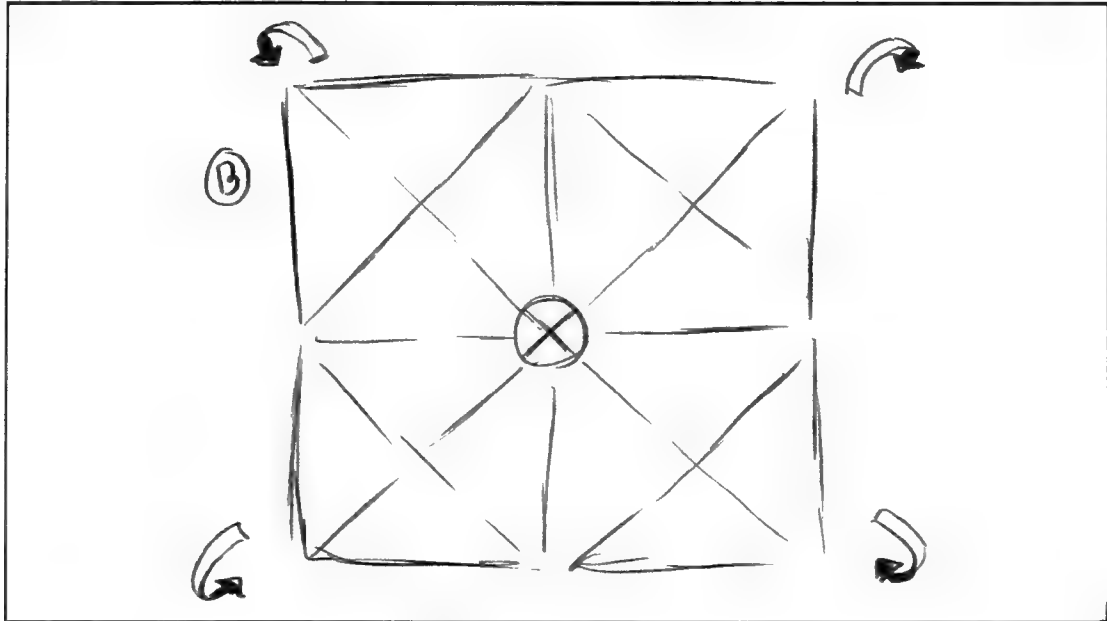


Sc. 134

Pnl. B

Bg.

day night

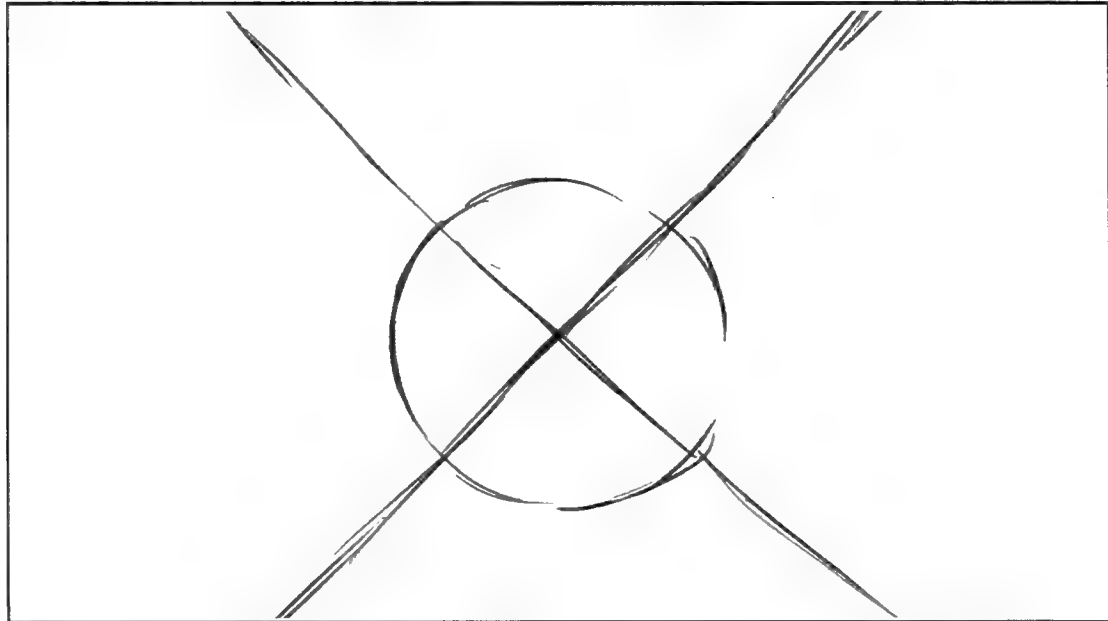


Sc. 134

Pnl. C

Bg.

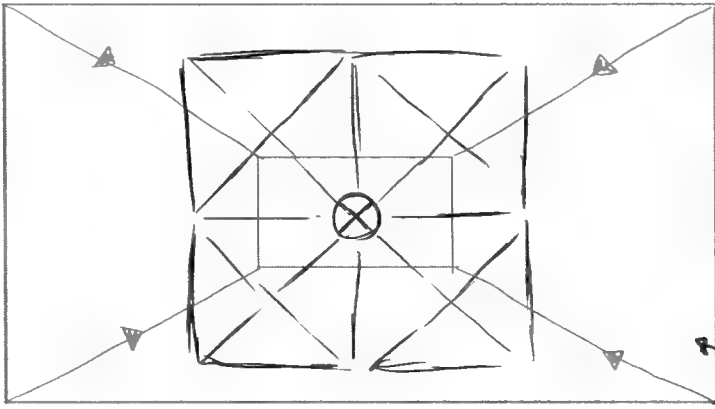
day night



Dialog:

Action: - FT UNFOLDS

Timing:



PB: <sup>(O/S)</sup> HEY, THAT'S ...

- quick  
truck-in ON CENTER OF FT.

(bit shaky?)

EPISODE # 1042-250

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

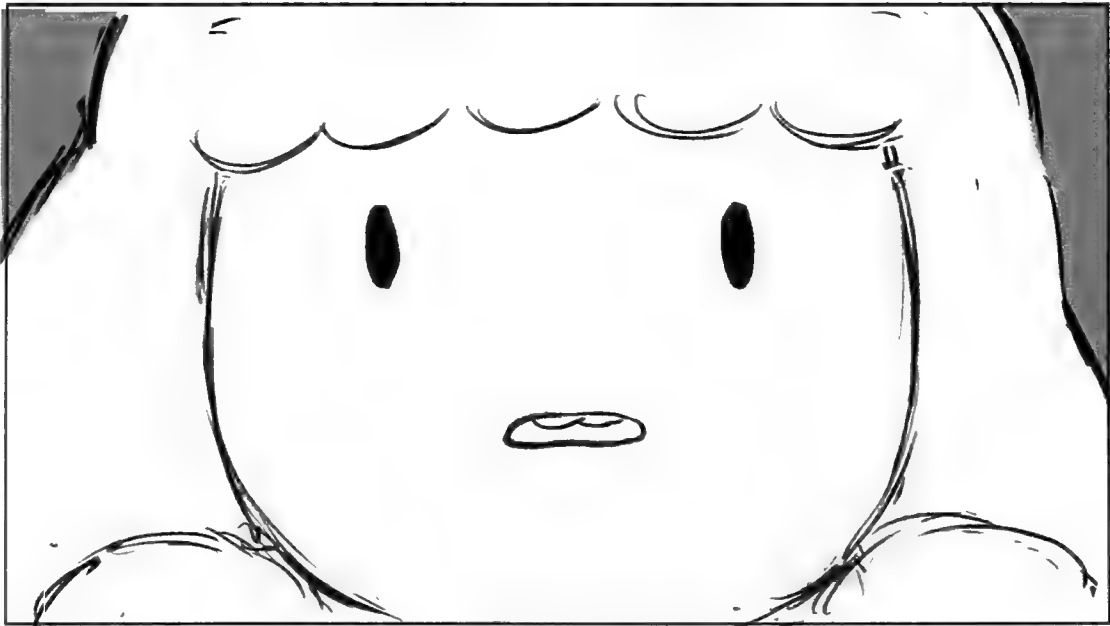


Sc. 137

Pnl. A

Bg.

day night



Sc. 137

Pnl. B

Bg.

day night



Dialog:

PB: THAT'S ...

Action:

- BG goes from blue sky to black                      - PB Falls back into void.

Timing:

1042-250

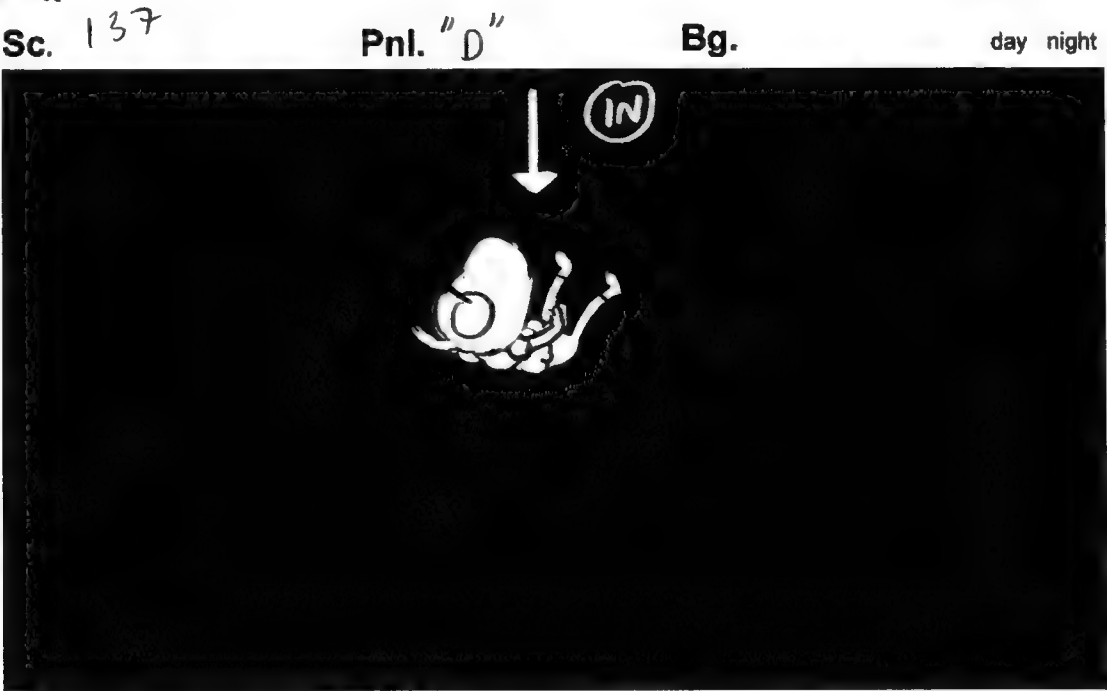
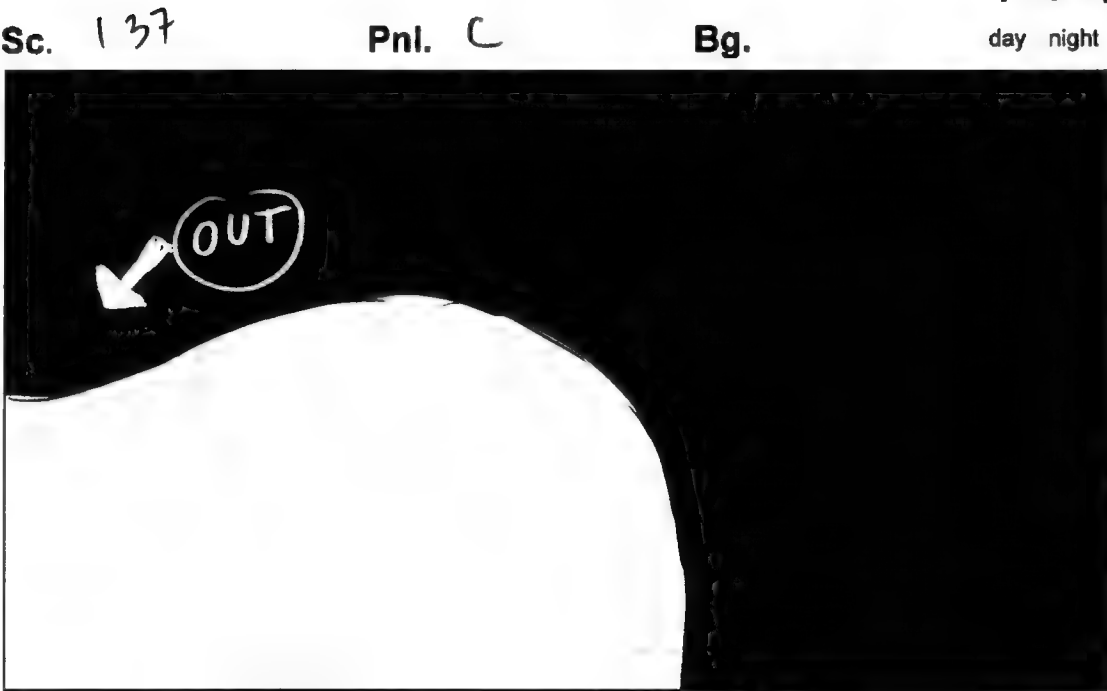
EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:
Action: - PB FALLS OFF/S. - PB falls ON/S.
Timing:

1042-251

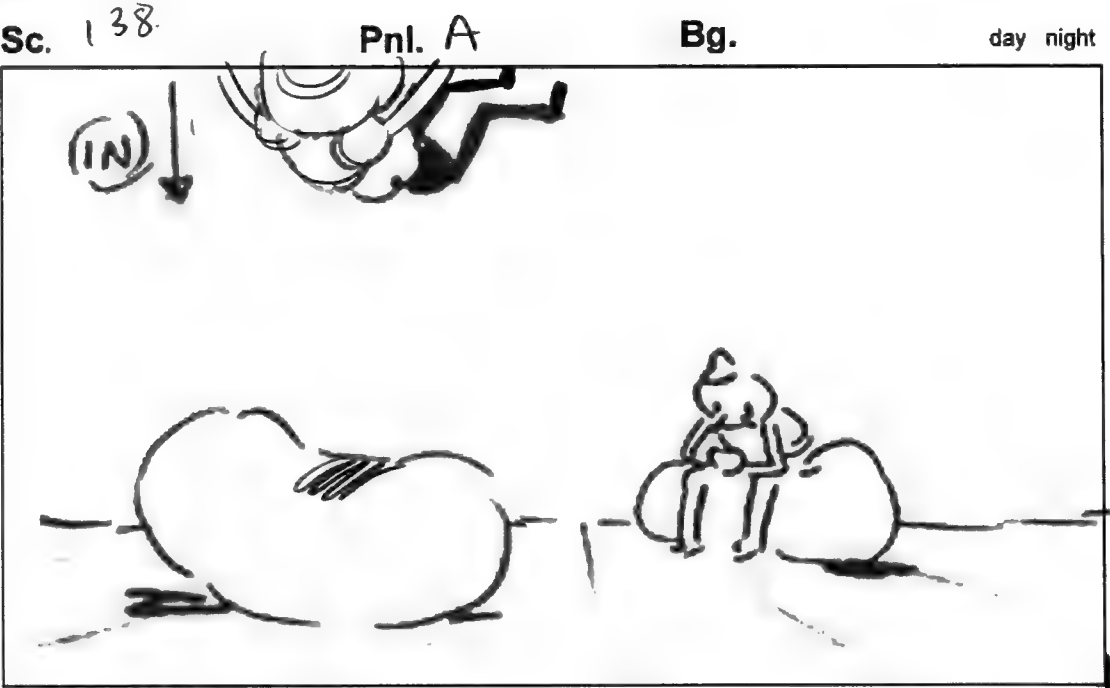
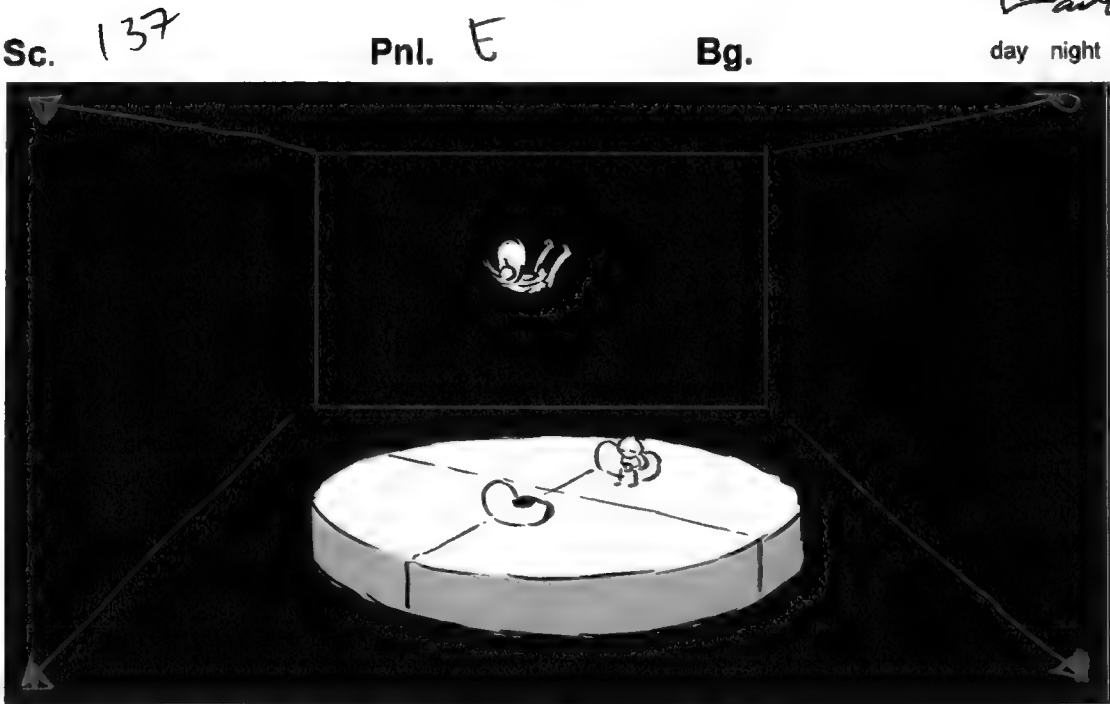
EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:
Action: -TRUCK OUT TO REVEAL GIANT PEPPERMINT CANDY. -PB FALLS ON/S.
Timing:

EPISODE # 1042-250  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

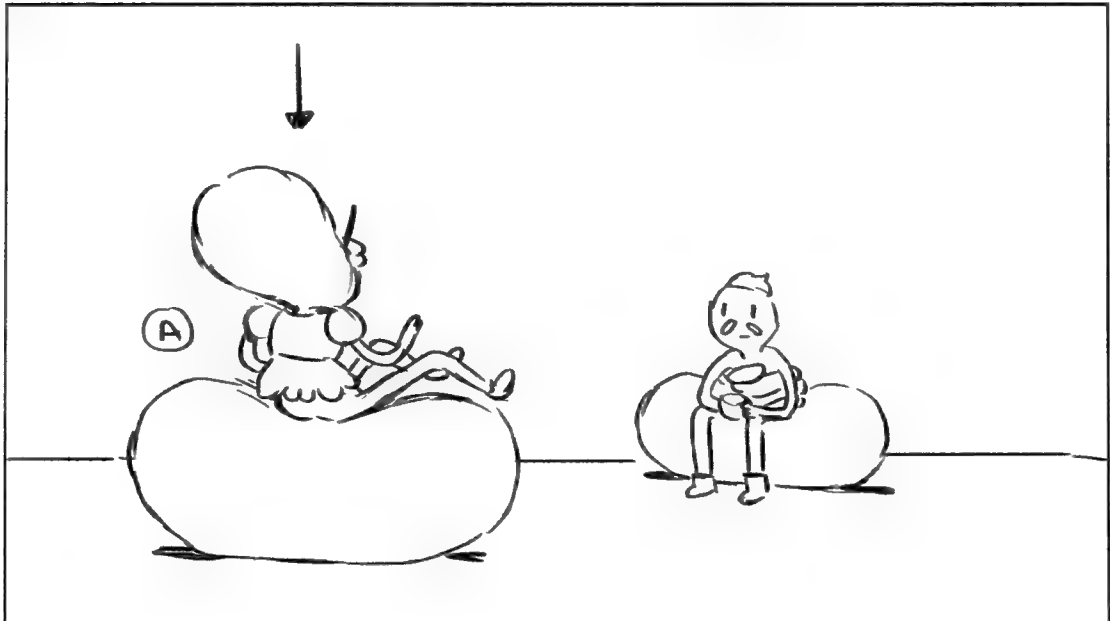


Sc. 138

Pnl. B

Bg.

day night

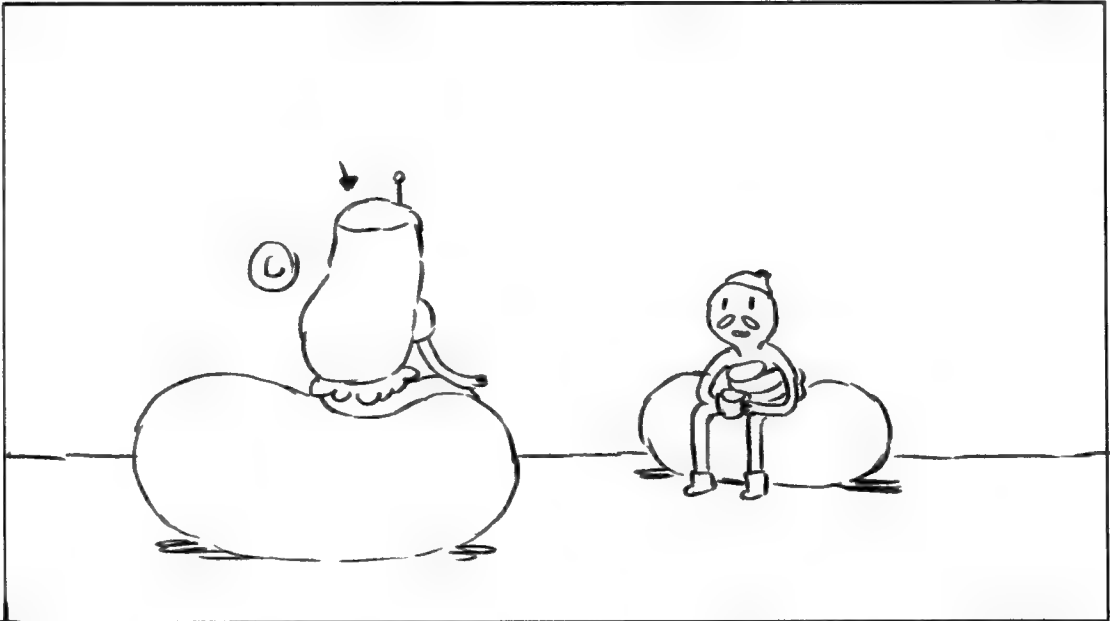


Sc. 138

Pnl. C

Bg.

day night



Dialog:

SFX: \* BYOING \*

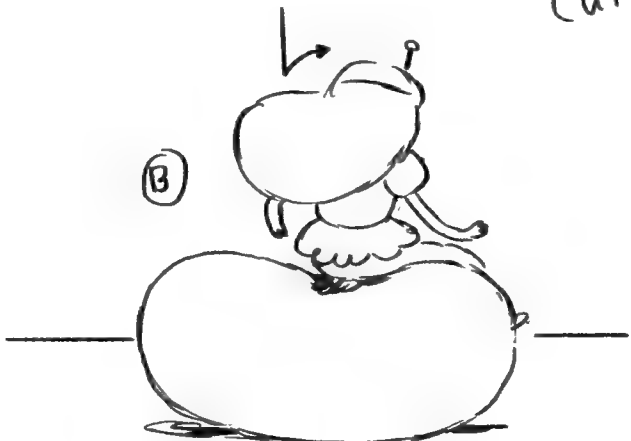
Action:

(bounces on the bean)

Timing:

CHAT: SWEETINGS, BUB GUM.

(like "greetings")



1042-250

EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

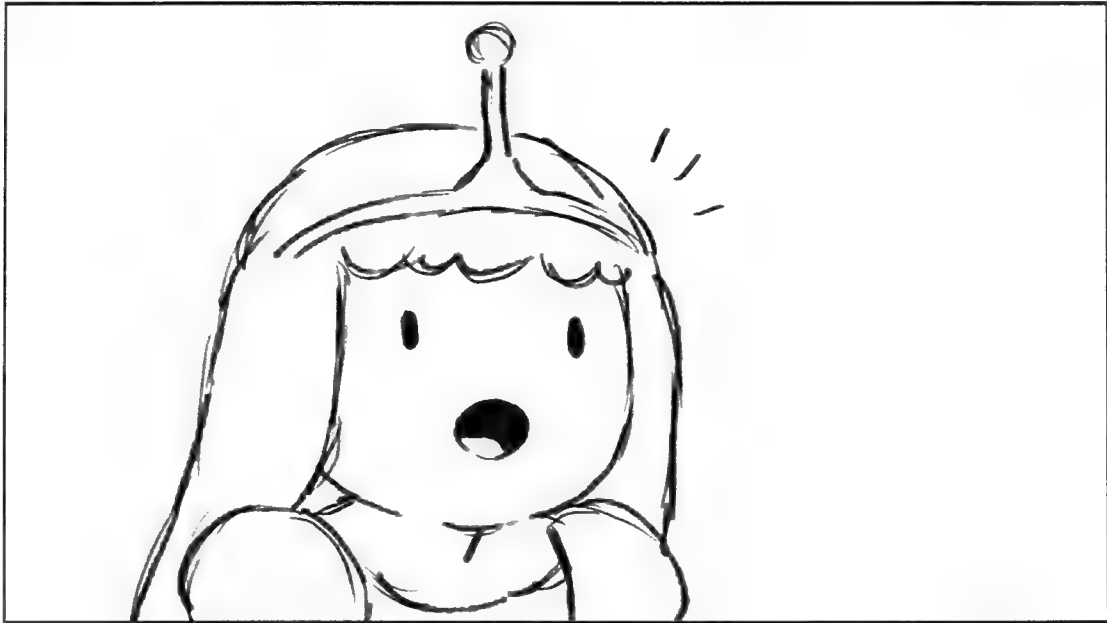


Sc. 139

Pnl. A

Bg.

day night

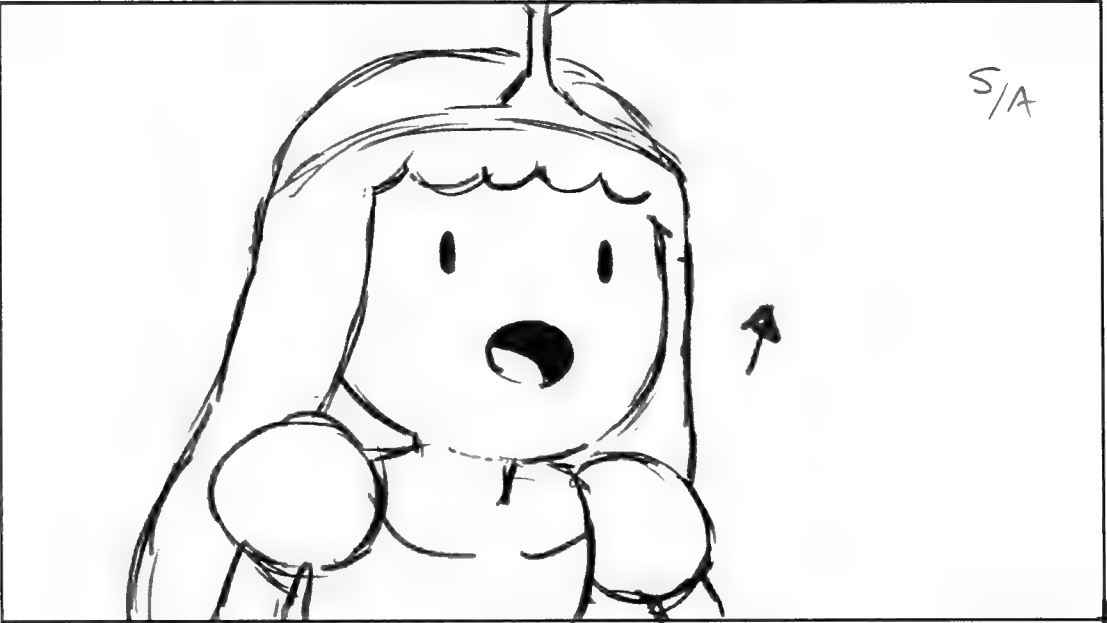


Sc. 139

Pnl. B

Bg.

day night



Dialog:

P.B: CHATSBERRY !

PB: GREAT TIMING!

Action:

-PB STANDS.

Timing:

EPISODE # 1042-250

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

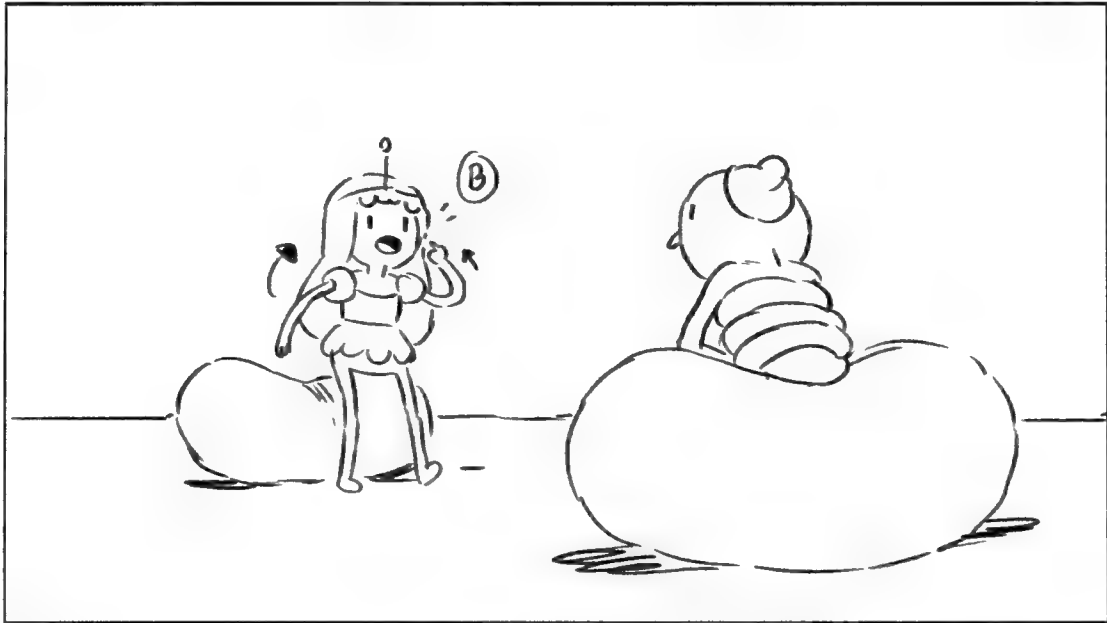


Sc. 140

Pnl. A

Bg.

day night

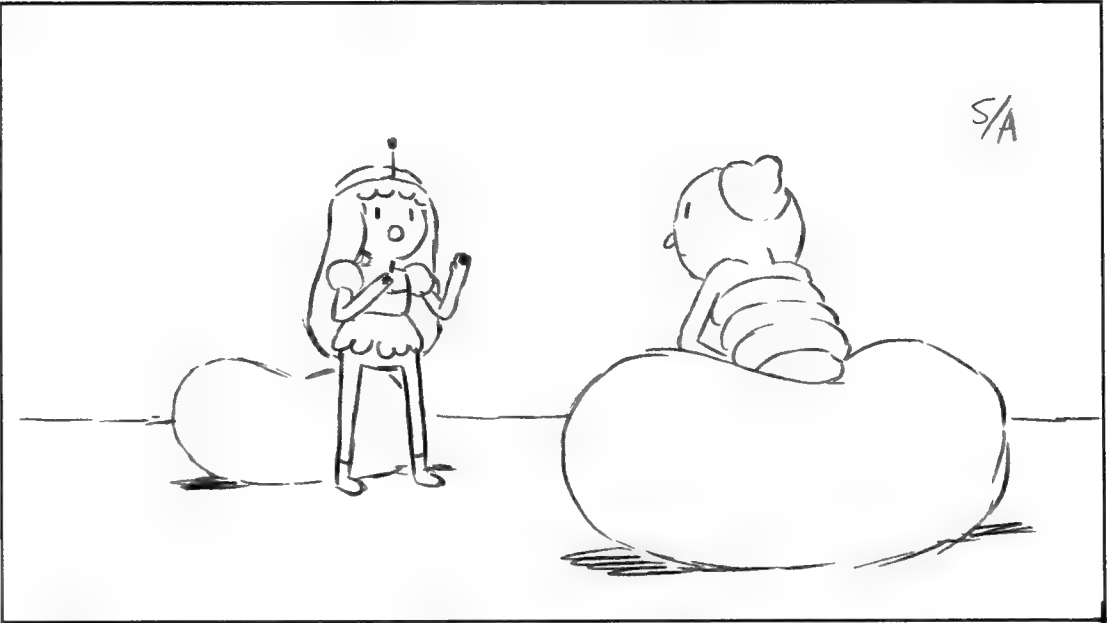


Sc. 140

Pnl. B

Bg.

day night



Dialog:

PB: POKE MY BRAIN AGAIN --

PB: -- AND UNLOCK THAT  
MINT - SODA EXPLOSION.

Action:



Timing:

EPISODE # 1042-250

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

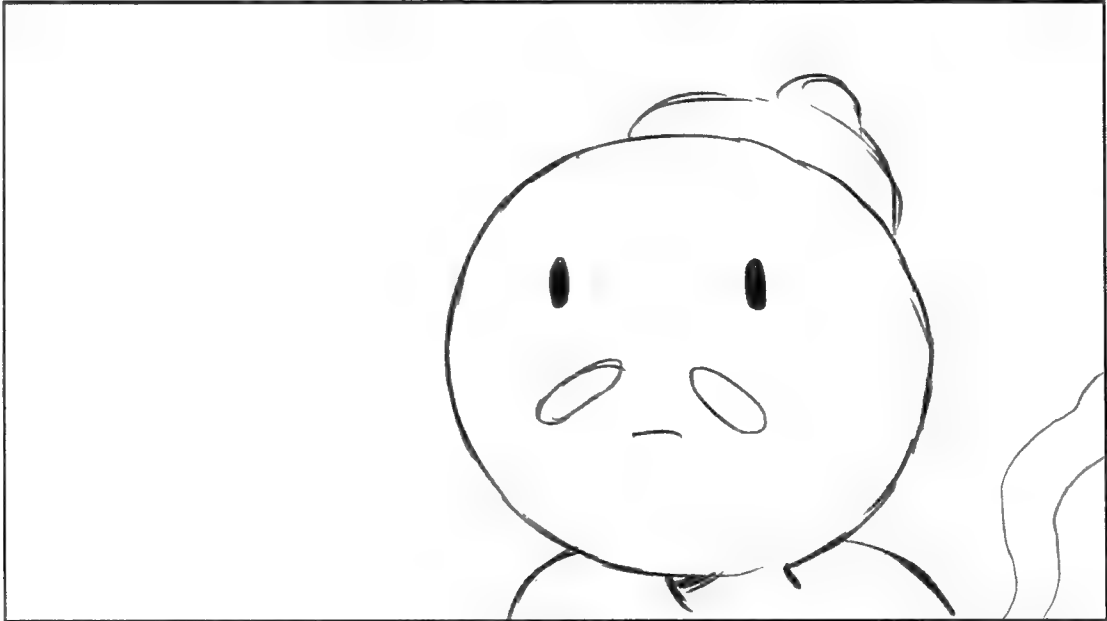
ADVENTURE TIME



Sc. 140 Pnl. C Bg. day night



Sc. 141 Pnl. A Bg. day night



Dialog:	PB: I'm TOTES READY FOR IT!! SFX: + FRRRT! *
Action:	- PB SHOOTS TWO BURSTS OF JELLY BEANS.
Timing:	

EPISODE # 1042-250

Production :

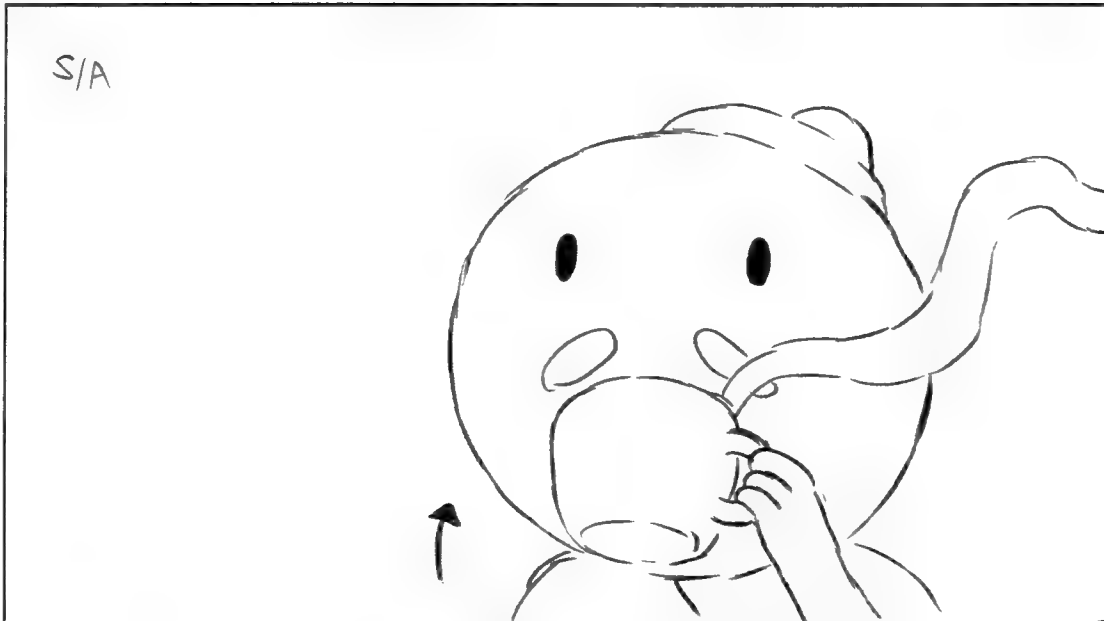


© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 141 Pnl. B Bg. day night



Sc. 141 Pnl. C Bg. day night



Dialog:  
CHAT: xSLLUARRRRPx

Action:  
- CB DRINKS TEA.

Timing:

CHAT: THAT'S NOT HOW MAGIC WORKS, BUBBLEGUM.

1042-251  
EPISODE #  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

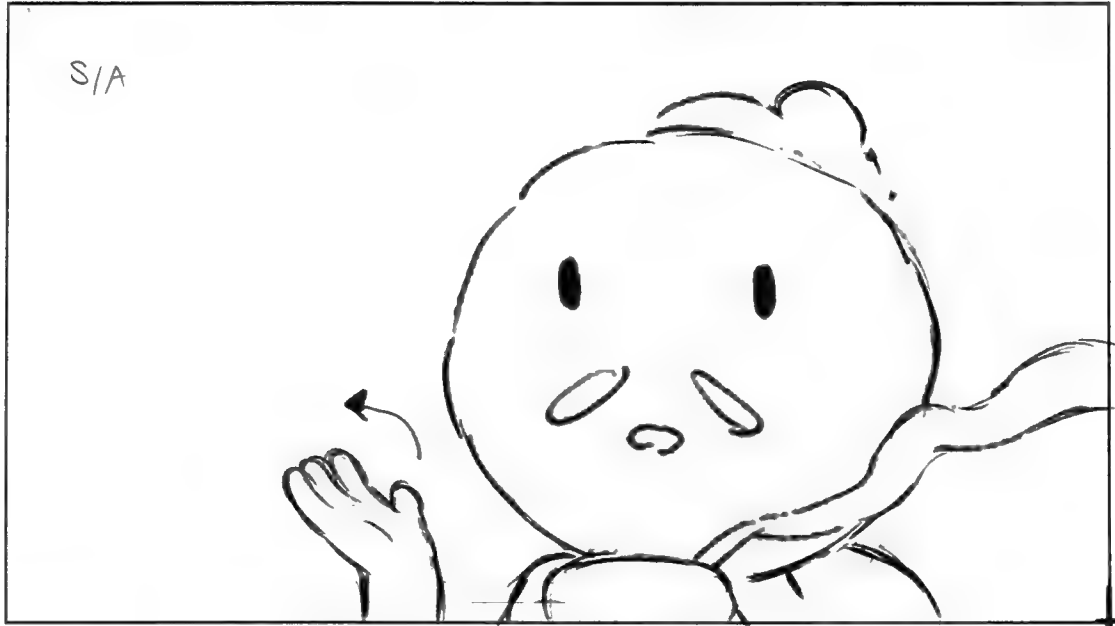


Sc. 141

Pnl. D

Bg.

day night

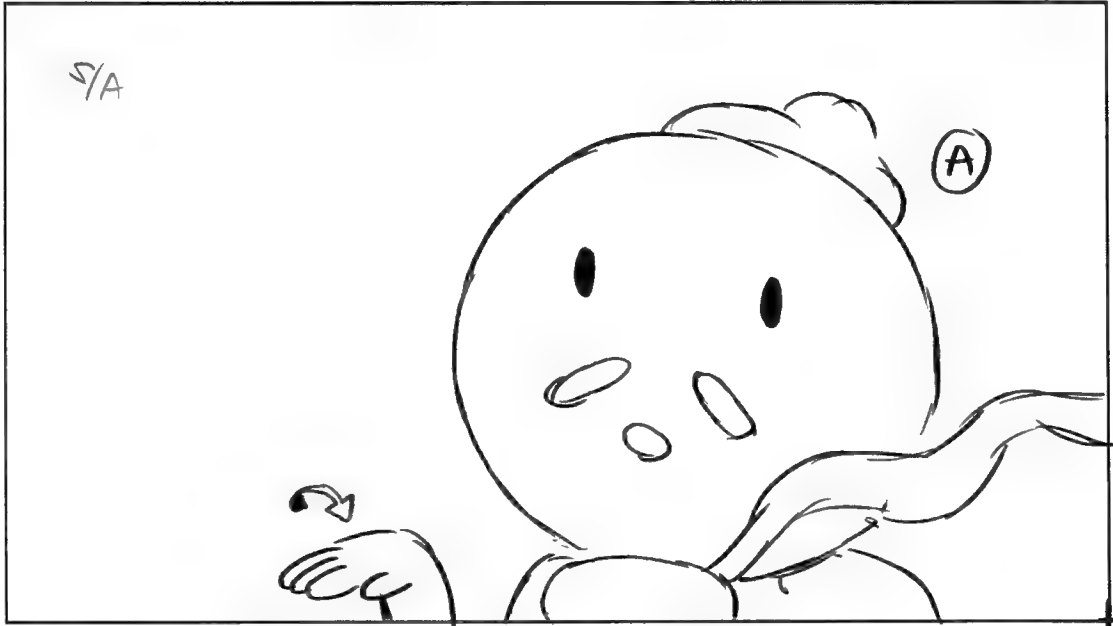


Sc. 141

Pnl. E

Bg.

day night



Dialog:

CHAT: I CAN OPEN THE DOOR  
FOR YOU --

CHAT: -- BUT YOU HAVE TO--

Action:

Timing:

EPISODE #

Production :

1042-250



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 141

Pnl. F

Bg.

day night



Sc. 141

Pnl. G

Bg.

day night



Dialog:	<u>CHAT</u> : -- STEP THROUGH IT YOURSELF.	<u>CHAT</u> : AND WALK IN YOUR OWN SHOES ...
Action:		
Timing:		

1042-250  
EPISODE #  
Production :

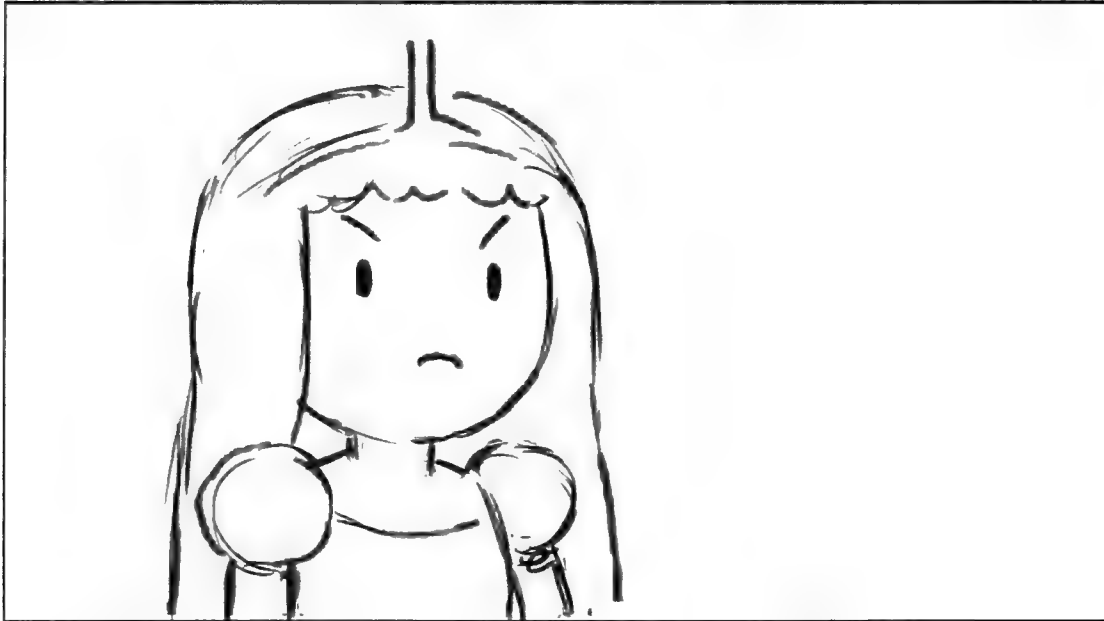


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

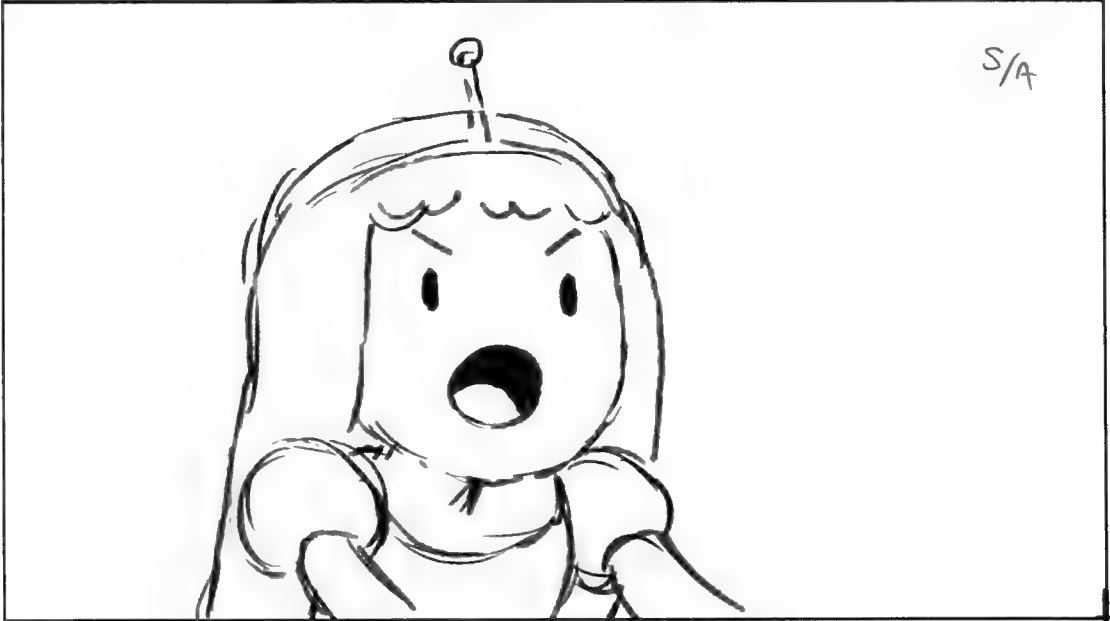
ADVENTURE TIME



Sc. 142 Pnl. A Bg. day night



Sc. 142 Pnl. B Bg. day night



Dialog: CHAT: I MEAN CHOOSE  
(015) YOUR OWN PATH.

P.B: MY KINGDOM IS UNDER  
ATTACK , CHATSBERRY!

Action:

Timing:

EPISODE # 1042-251  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

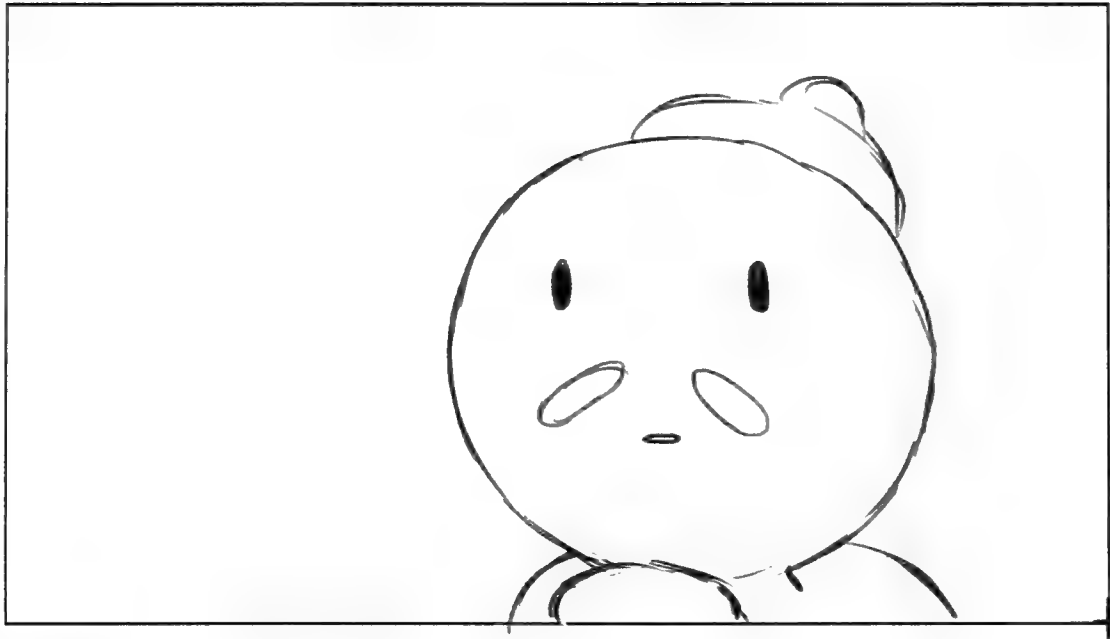


Sc. 143

Pnl. A

Bg.

day night



Sc. 143

Pnl. B

Bg.

day night



Dialog:	CHAT: *SULLURPPP*
Action:	-CB TAKES ANOTHER DRINK OF TEA.
Timing:	

1042-251

EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 144

Pnl. A

Bg.

day night

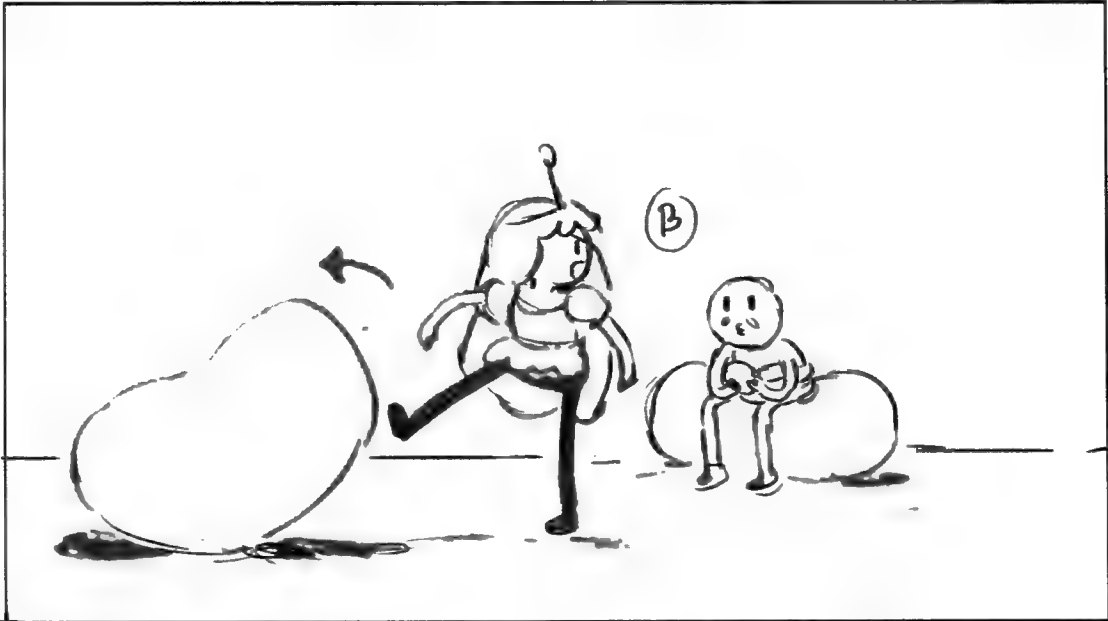


Sc. 144

Pnl. B

Bg.

day night



Dialog:

CHAT: \* SLURRP \*

PB: GRRADH! —

P.B: YOU'RE AS USELESS AS  
MY STINKIN' POWERS!

Action:

-PB VIBRATES WITH ANGER.

-PB TURNS AND  
KICKS JELLY BEAN.

Timing:



1042-251

EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 144 Pnl. C Bg. day night

Sc. 144 Pnl. D Bg. day night

Dialog:

Action:

- JELLY BEAN BOUNCES LEFT.
- CAM PANS W/ JELLY BEAN

Timing:

1042-251

EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 144

Pnl. E

Bg.

day night

Sc. 144

Pnl. F

Bg.

day night

Dialog:	<div>F.T. (fade in) ONE</div> <div>SFX: *FWIP*</div>
Action:	<div>- BEAN TRANSFORMS INTO PB'S FACE.</div>
Timing:	

EPISODE # 1042-250  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

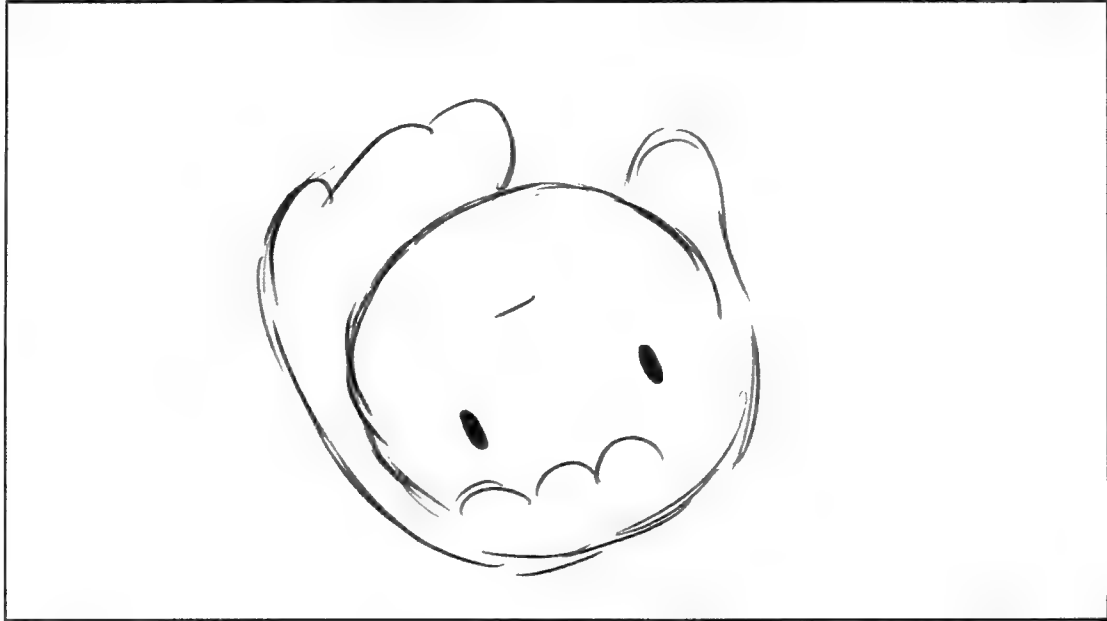


Sc. 144

Pnl. 6

Bg.

day night

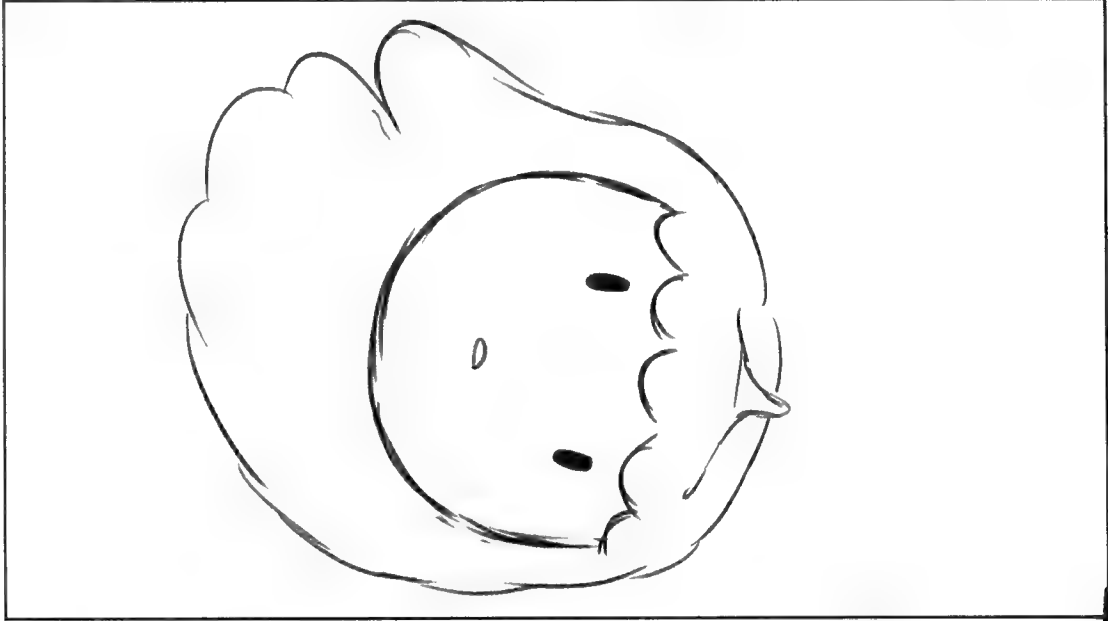


Sc. 144

Pnl. H

Bg.

day night



Dialog:	<u>FT.</u> TWO	<u>FT.</u> THREE
	<u>SFX:</u> *FWIP*	<u>SFX:</u> *FWP*
Action:	- J-BEAN FORMS PB HAIR.	
Timing:		

EPISODE # 1042-250  
Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

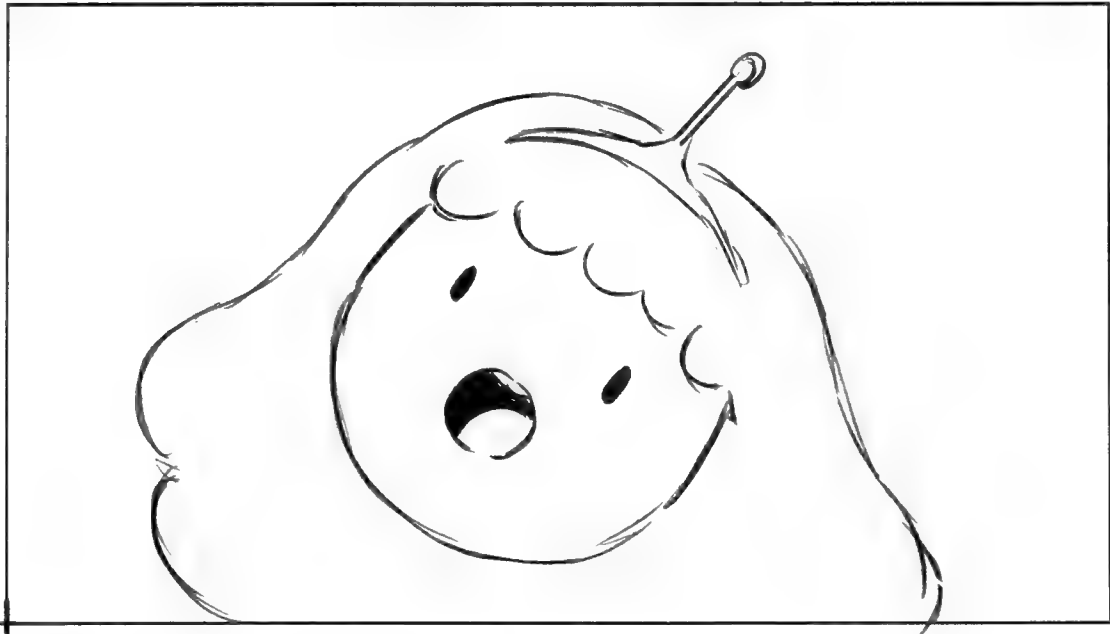


Sc. 144

Pnl. 1

Bg.

day night

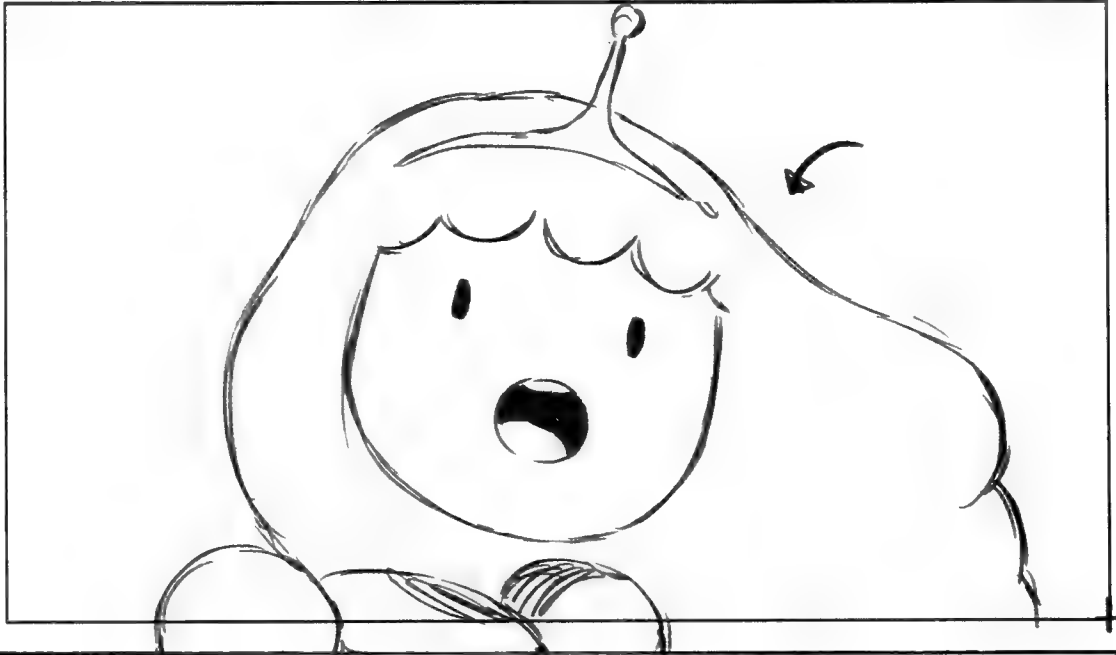


Sc. 144

Pnl. 3

Bg.

day night



Dialog:	
<u>F.T.:</u> FOUR	<u>FT.:</u> FIVE
<u>SFX:</u> *FWP*	<u>SFX:</u> *FWP*
Action:	- HEAD SPINS TOWARDS PB'S BODY.
Timing:	

EPISODE # 1042-251  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 144

Pnl. K

Bg.

day night

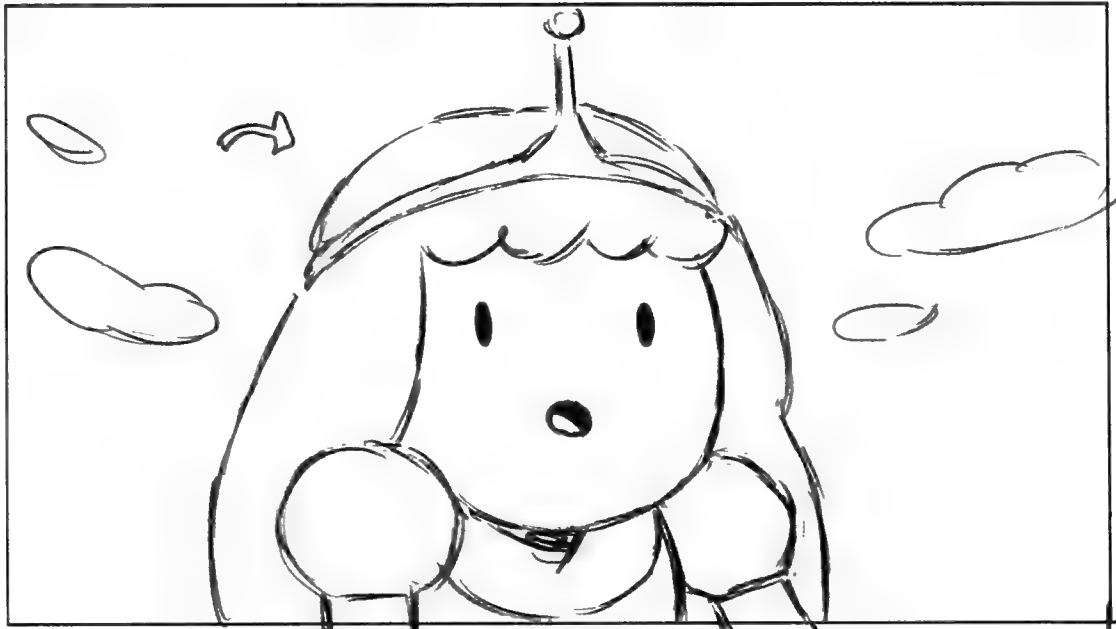


Sc. 144

Pnl. "L"

Bg.

day night



Dialog:	<u>ET</u> : SIX	<u>F.T</u> : SEVEN
	<u>SFX</u> : *FWPP*	<u>SFX</u> : FWPP *
Action:	- PB'S HEAD LANDS ON SHOULDERS.  (bg pops back)	
Timing:		

EPISODE # 1042-251  
Production :

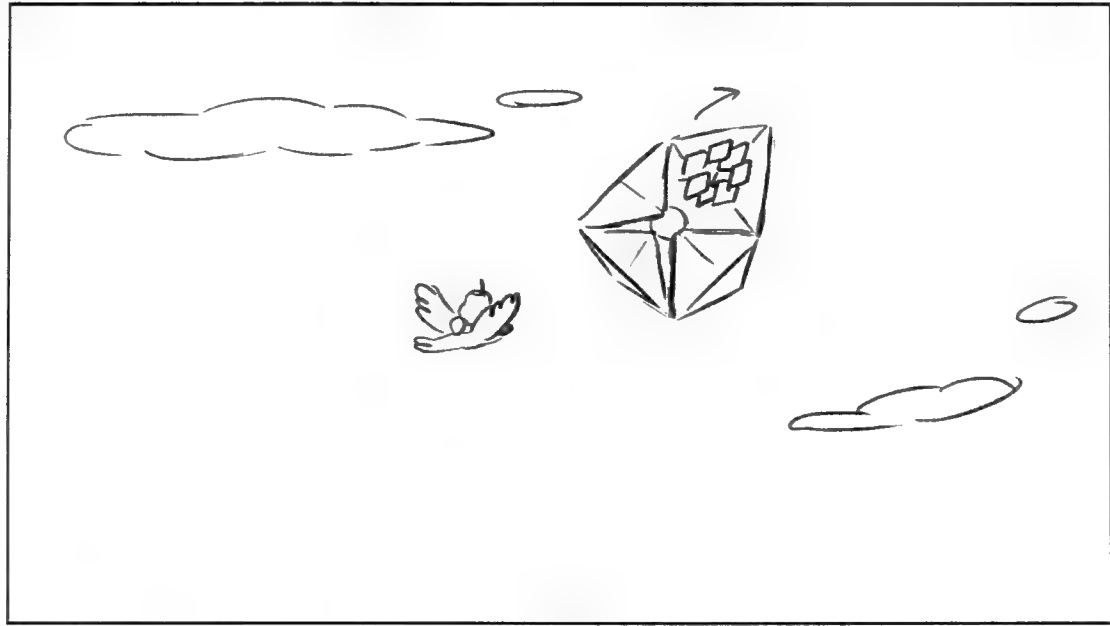


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

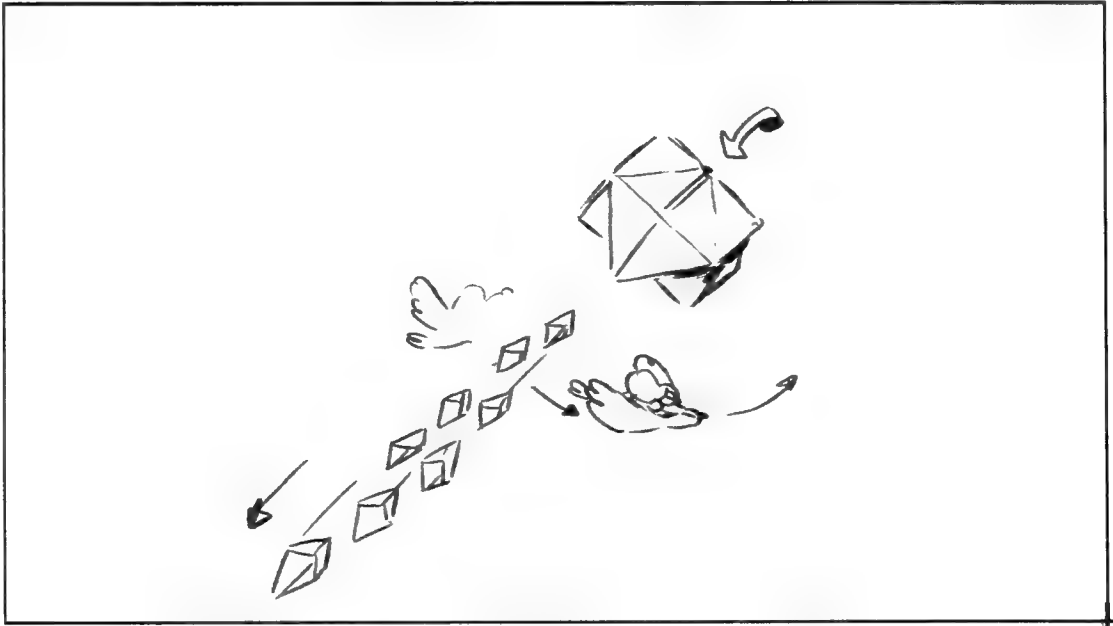
ADVENTURE TIME



Sc. 145 Pnl. A Bg. day night



Sc. 145 Pnl. B Bg. day night



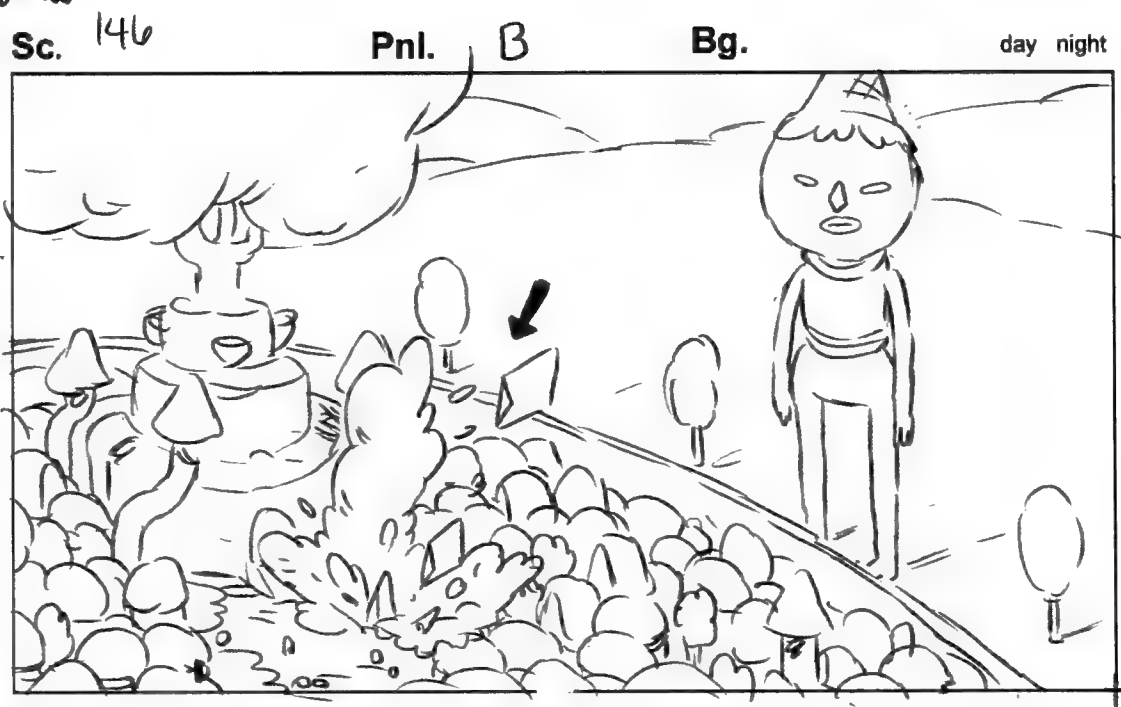
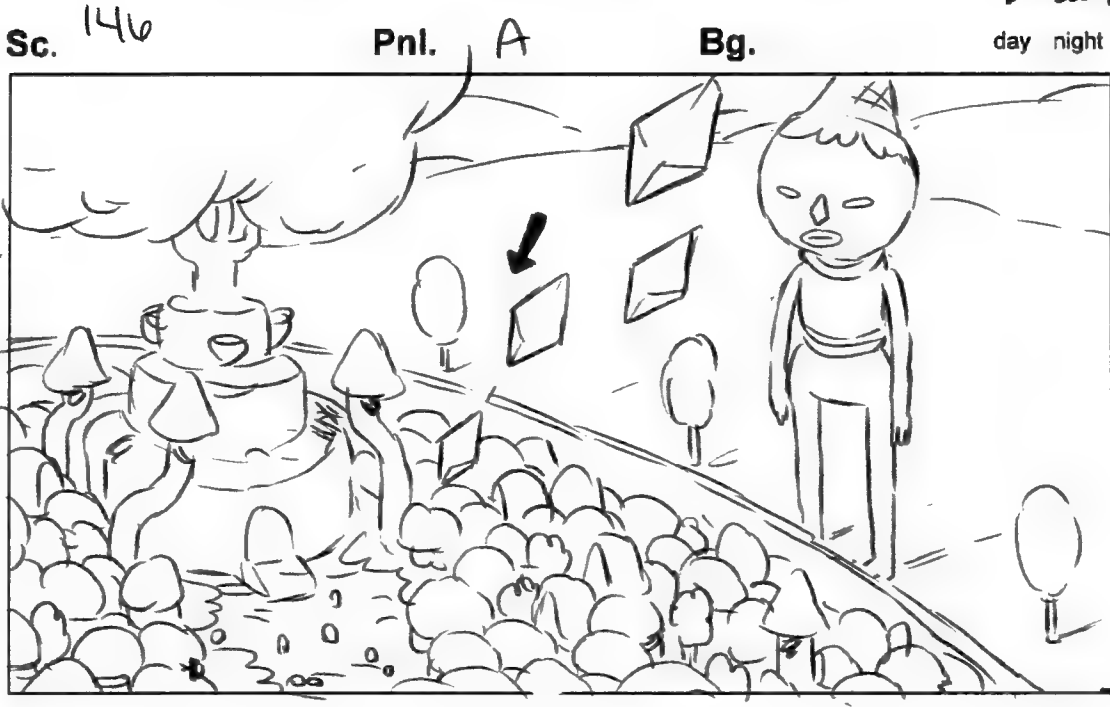
Dialog:	F.T: EIGHT SFX: * FWPP *	SFX: * SHYUUU *
Action:	- F.T. UNFOLDS TO REVEAL 8 DARTS.	- FT FIRES 8 DARTS OFF/S.
Timing:		

EPISODE # 1042-250  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	SFX: (CRASH)	
Action:	- PARTS FLY TOWARDS GROUND	(maby keep G.G same pose?)
Timing:		

EPISODE # 1042-251  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 147

Pnl. A

Bg.

day night

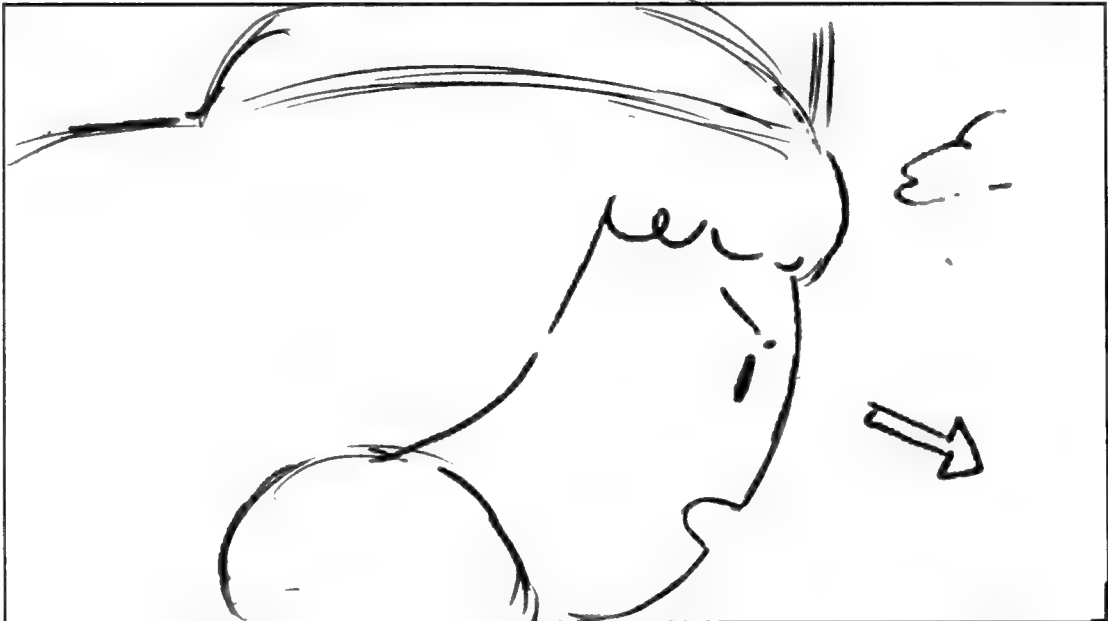


Sc. 147

Pnl. B

Bg.

day night



Dialog:	<u>PB</u> : FIND MY OWN PATH?	<u>PB</u> : I <u>HAD</u> A PATH!
Action:		
Timing:		

Production :

EPISODE #

1042-250



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

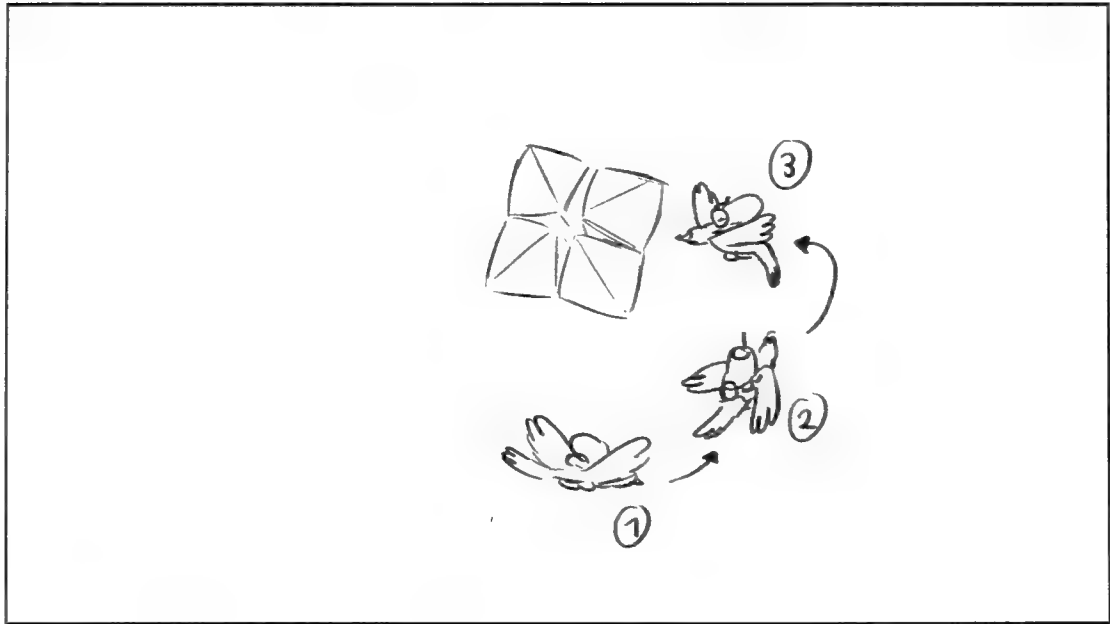


Sc. 148

Pnl. A

Bg.

day night

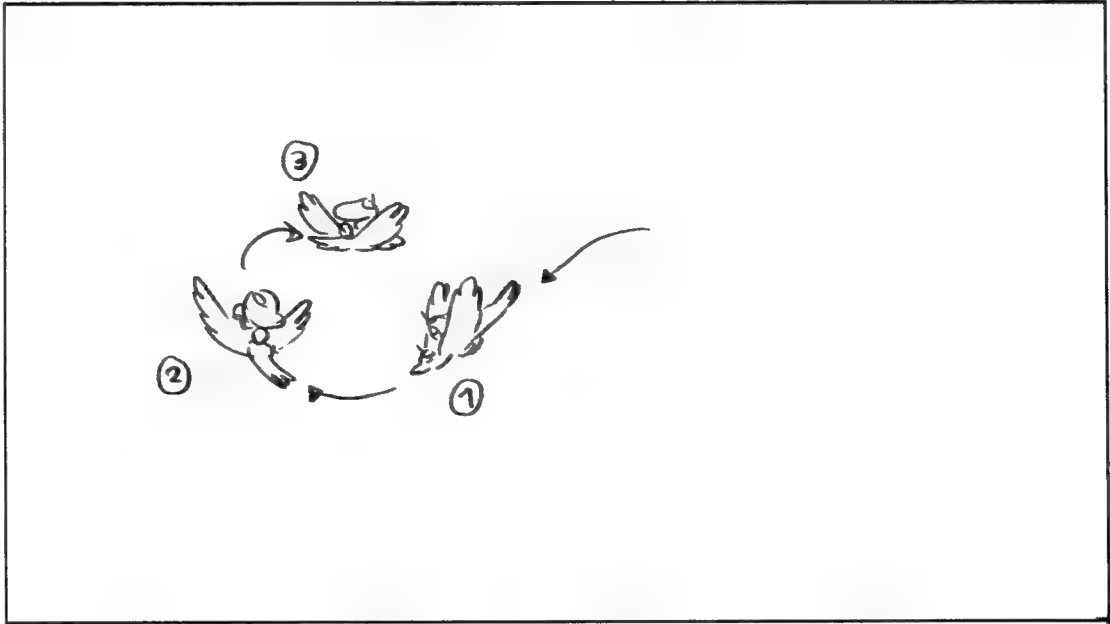


Sc. 148

Pnl. B

Bg.

day night



Dialog:

PB: my --

PB: -- PATH --

Action:

- PB+ MORROW SWOOP IN ARCS IN FRONT OF F.T.

Timing:

1042-250

EPISODE #

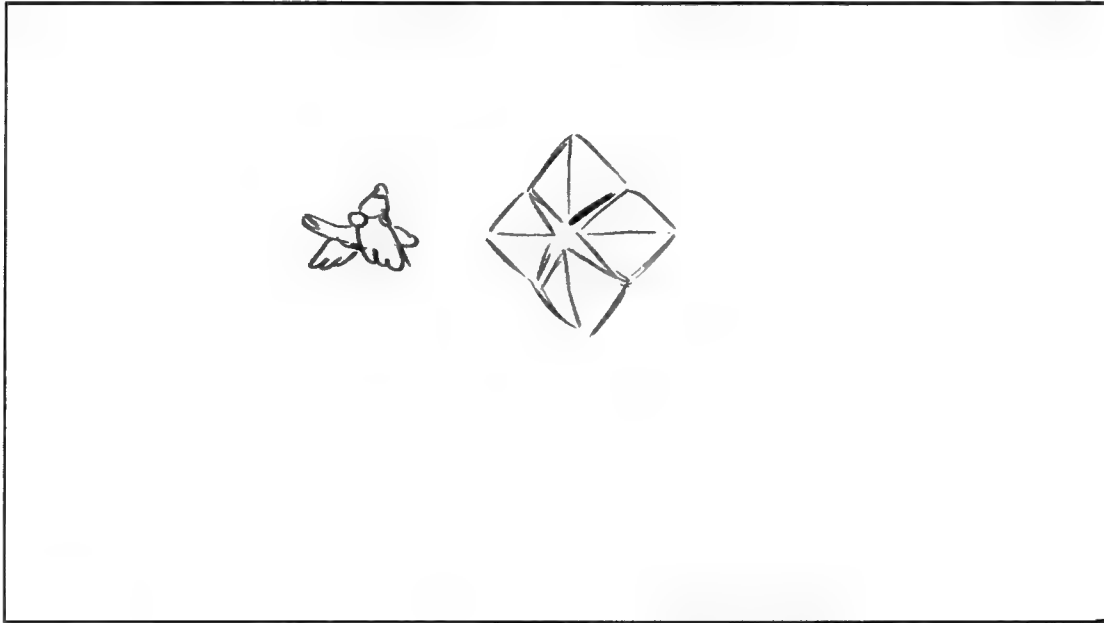
Production :



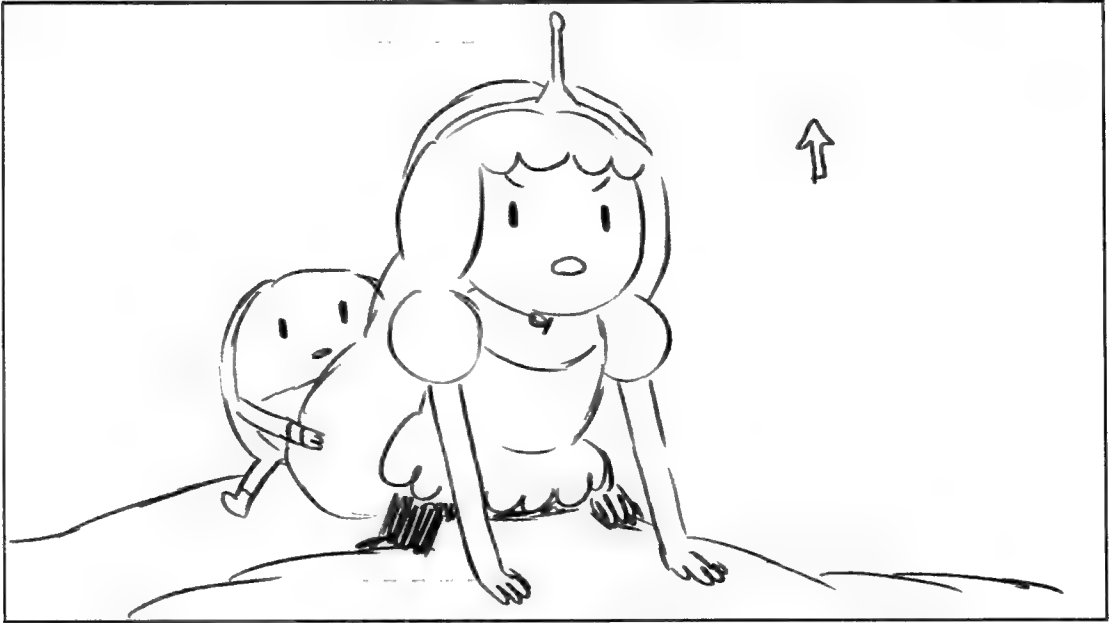
ADVENTURE TIME



Sc. 148 Pnl. C Bg. day night



Sc. 149 Pnl. A Bg. day night



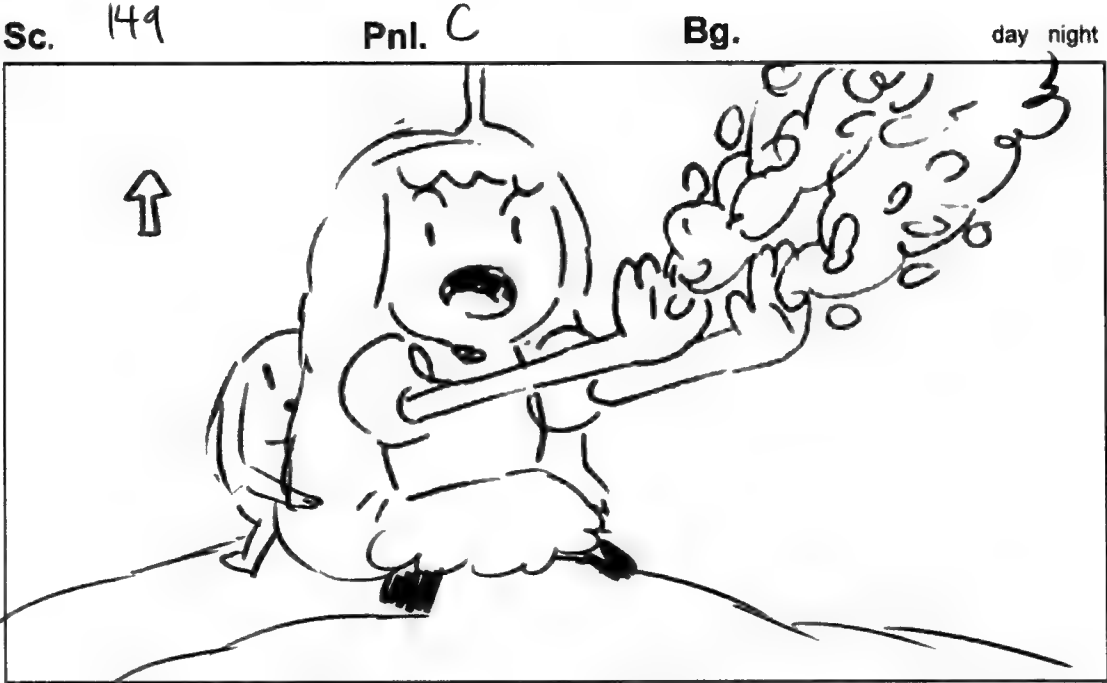
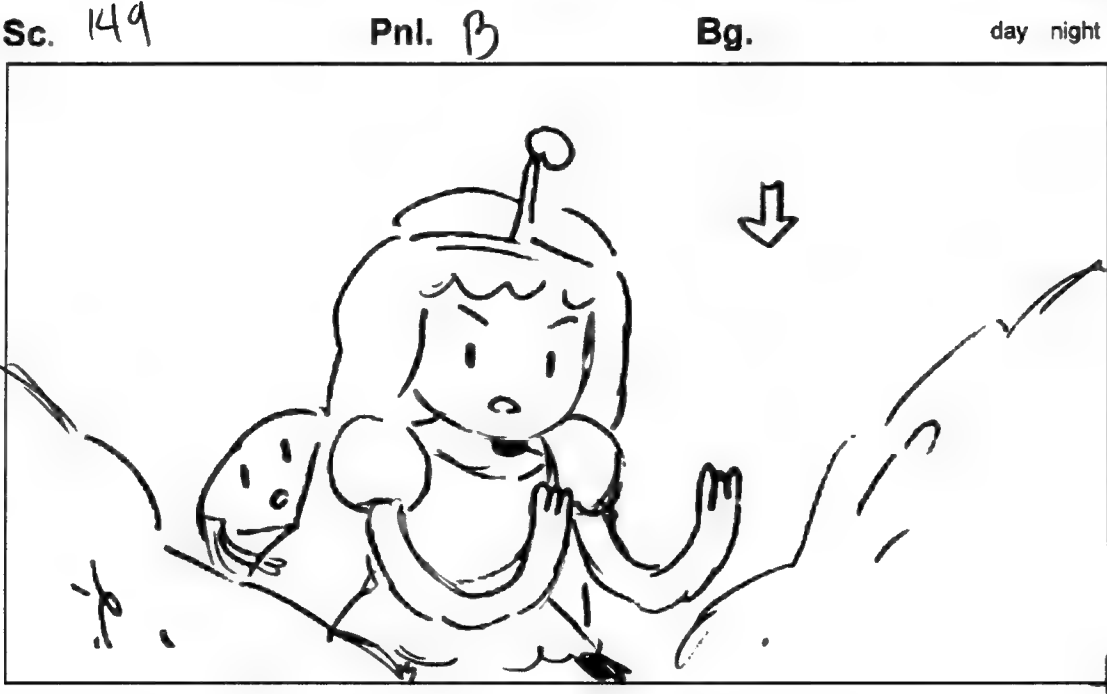
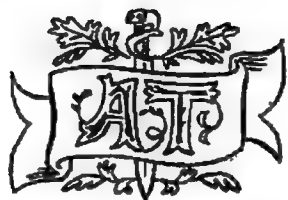
Dialog:	PB: -- WAS --	PB: -- SCIENCE --
Action:		
Timing:		

1042-25L  
EPISODE #  
Production :



© 2011. This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	<u>PB</u> -- BECAUSE SCIENCE --	<u>PB</u> : -- <u>MAKES</u> <u>SENSE</u> !
		SFX: + FRRRT/*
Action:	- PB FIRES DUAL JELLY BEAN BEAMS.	
Timing:		

1042-251

EPISODE #

Production :

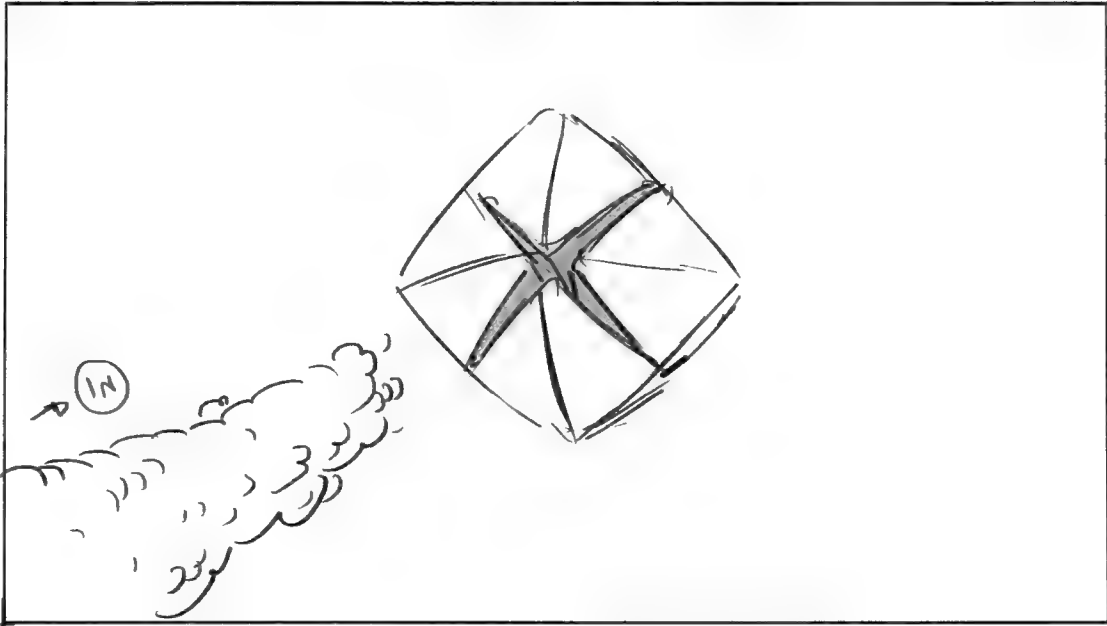


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

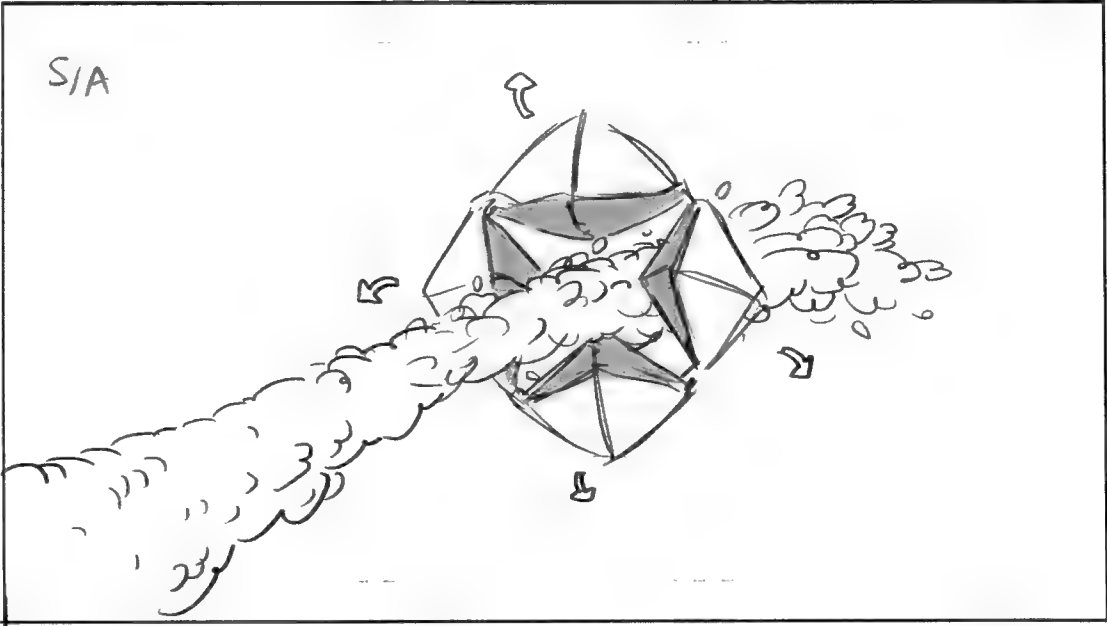
ADVENTURE TIME



Sc. 150 Pnl. A Bg. day night



Sc. 150 Pnl. B Bg. day night



Dialog:
Action:
Timing:

- FT BREAKS APART TO ALLOW BEAM TO PASS THROUGH IT.

EPISODE # 1042-251  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 151

Pnl. A

Bg.

day night

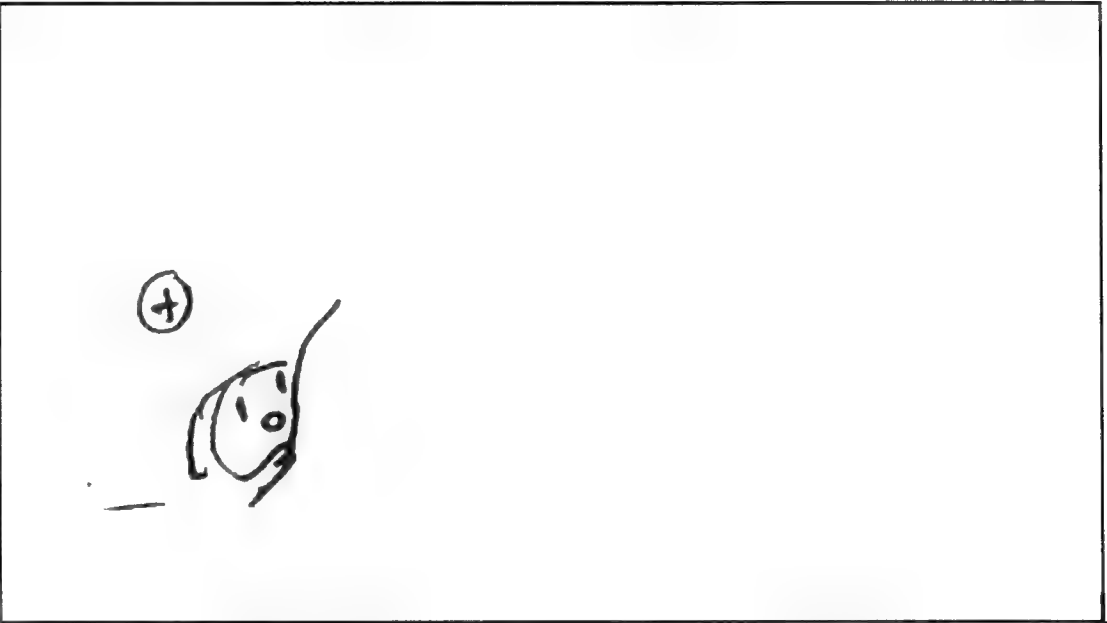


Sc. 151

Pnl. B

Bg.

day night



Dialog:

PB: GAH!! IF I WAS  
IN MY LAB, I COULD  
FABRICATE THAT  
EXPLOSION IN A SNAP

PEP: WHAT  
EXPLOSION?

Action:

Timing:

1042-251

EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 152

Pnl. A

Bg.

day night

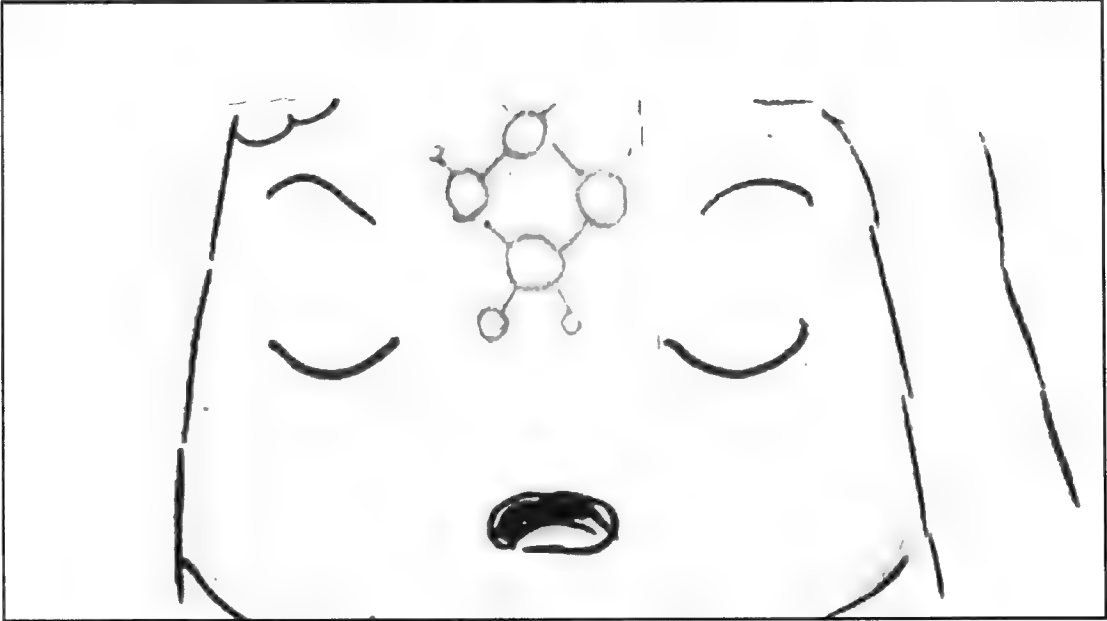


Sc. 153

Pnl. A

Bg.

day night



Dialog:

PO: IT WAS JUST REGULAR  
- SODA POP AND SCOTCH MINTS.  
THAT SHOULDN'T BE  
HARD!

PO: IT'S ALL SUGAR, RIGHT...

Action:

- BALL-AND-STICK MODEL DISSOLVES  
ONTO PB'S FOREHEAD.

Timing:

1042-251

EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

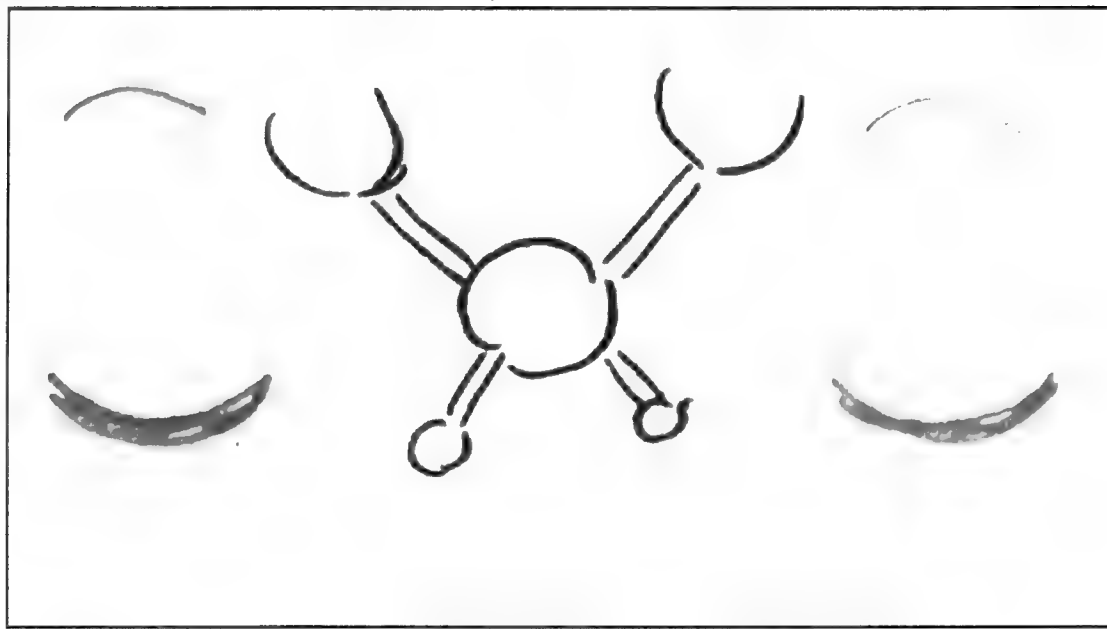


Sc. 154

Pnl. A

Bg.

day night

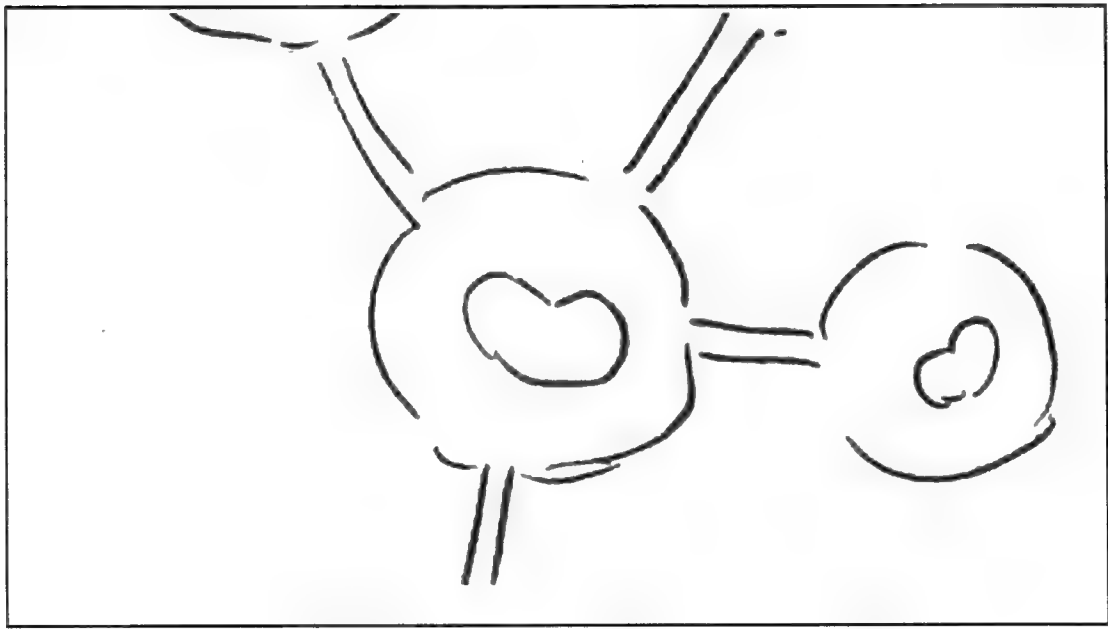


Sc. 155

Pnl. A

Bg.

day night



Dialog:
<p><u>PO</u>: RIGHT...</p>
Action:
Timing:

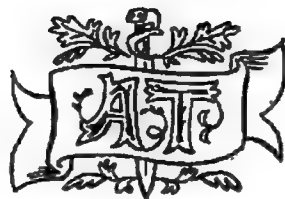
EPISODE # 1042-251

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

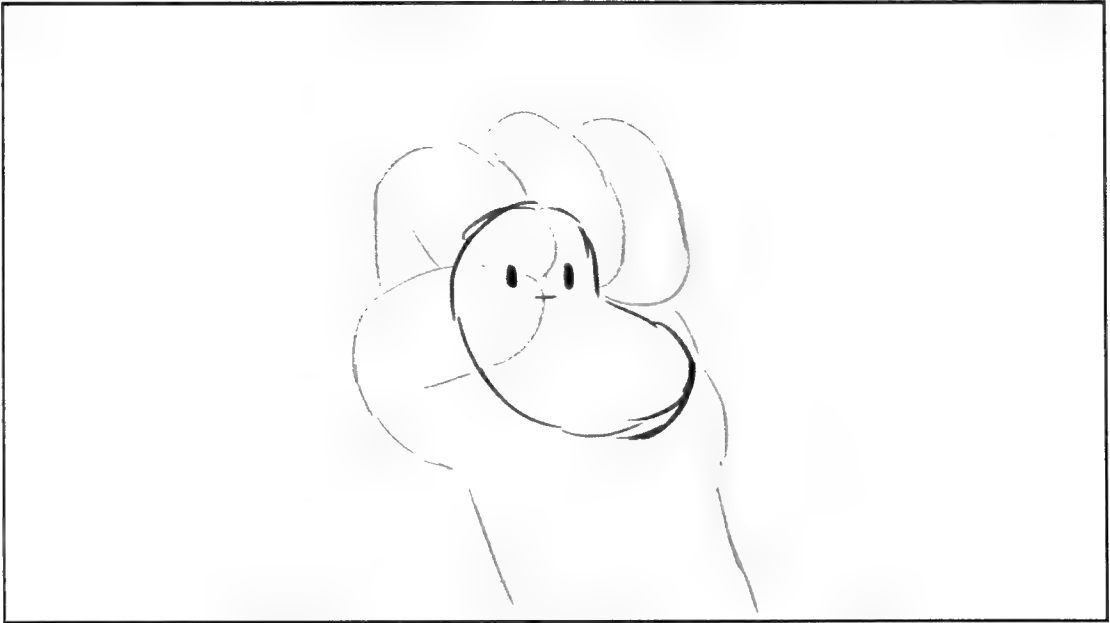
ADVENTURE TIME



Sc. 154 Pnl. A Bg. day night



Sc. 154 Pnl. B Bg. day night



Dialog:
Action: - JELLY BEAN FORMS FACE. - PB'S HAND DISSOLVES ON/S
Timing:

1042-256

EPISODE #

Production :

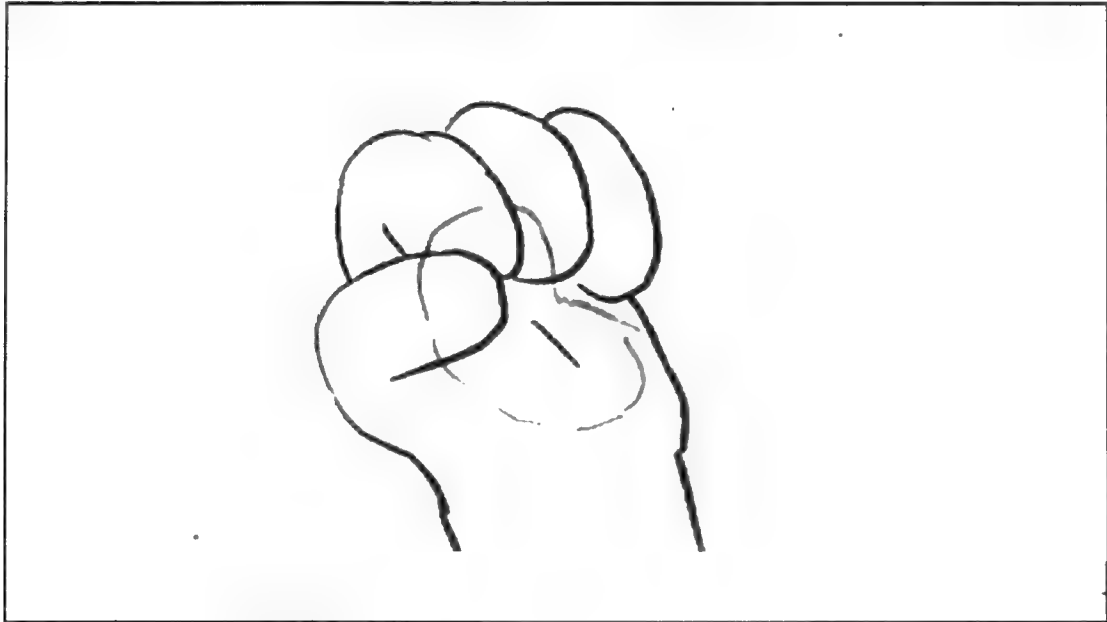


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

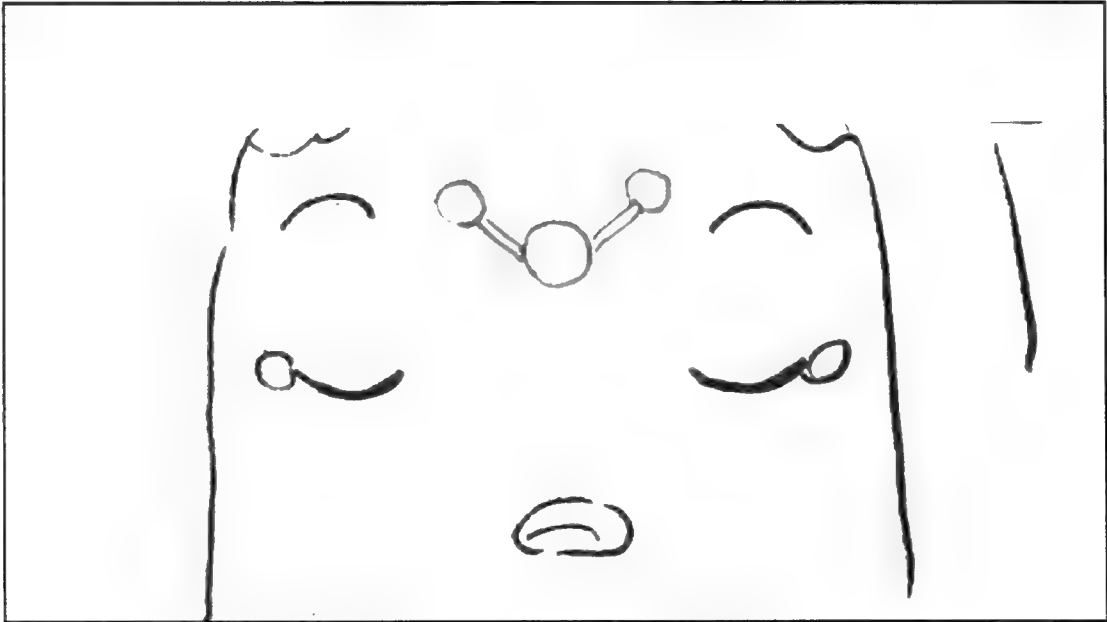
ADVENTURE TIME



Sc. 156 Pnl. C Bg. day night



Sc. 157 Pnl. A Bg. day night



Dialog:	PB: "TO MAKE SODA POP..."	PB: I'D NEED TO ADD
Action:	-PB'S EYES TEAR UP	
Timing:		

1042-251

EPISODE #

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 157

Pnl. B

Bg.

day night



Sc. 157

Pnl. C

Bg.

day night



Dialog:	<p><u>PB</u>: " WATER -- "</p> <p><u>PB</u>: " AND CARBON DIOXIDE "</p>
Action:	<p>- TEARS TRAVEL DOWN PB'S FACE.</p>
Timing:	

1042-250

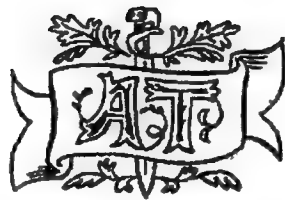
EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 158

Pnl. "A"

Bg.

day night

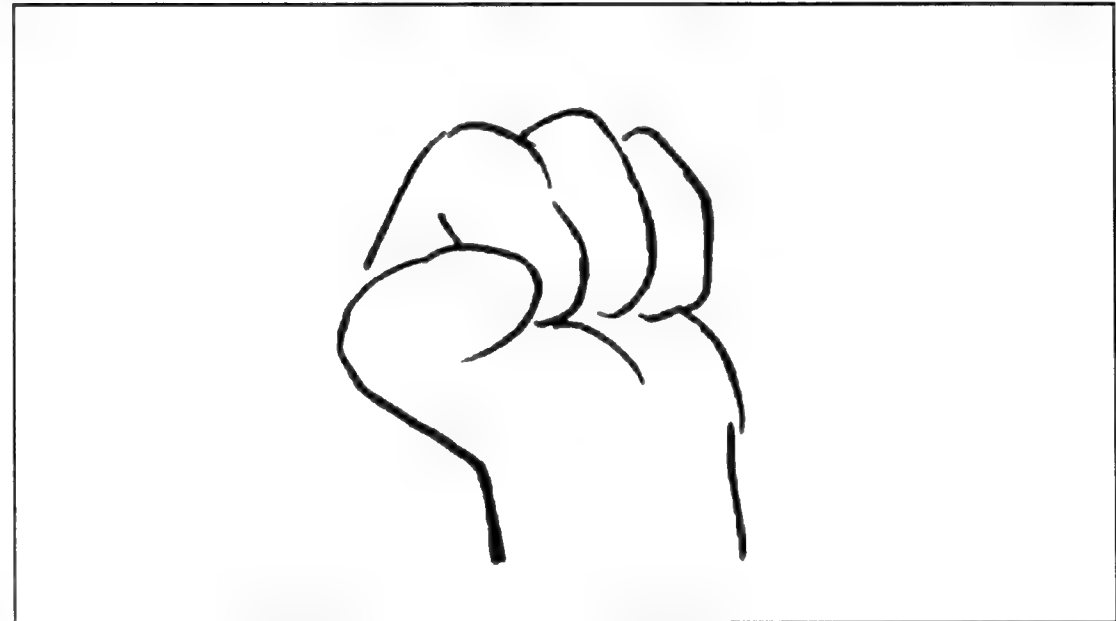


Sc. 158

Pnl. B

Bg.

day night



Dialog:

Action: - DISSOLVE TO PB'S OTHER HAND - STICK MODEL DISSOLVES OFF.

Timing:

EPISODE # 1042-251  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

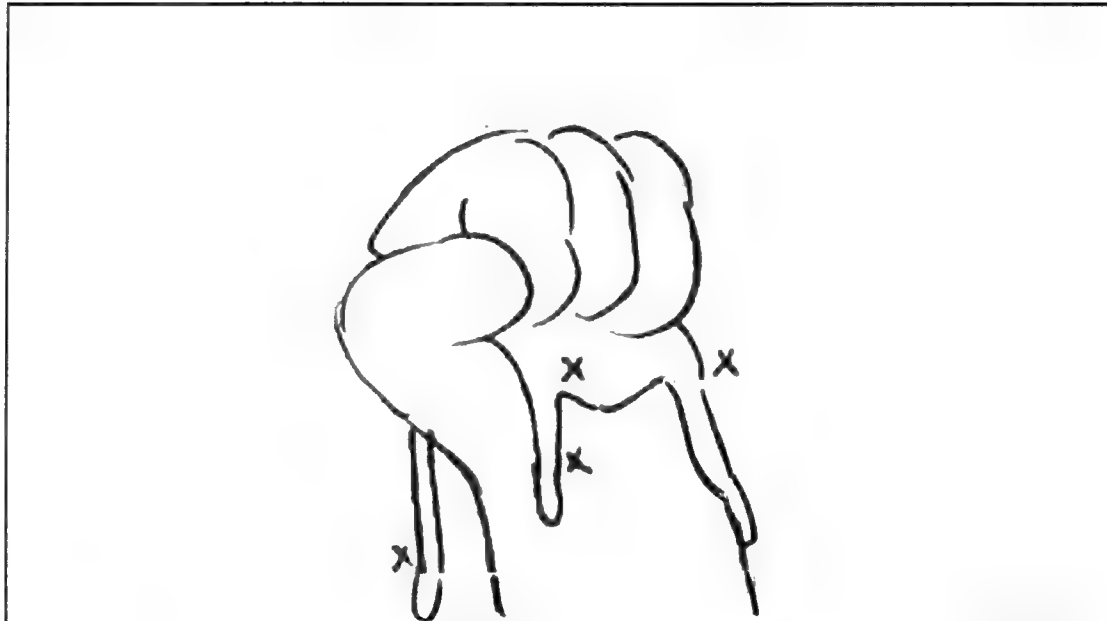


Sc. 158

Pnl. C

Bg.

day night

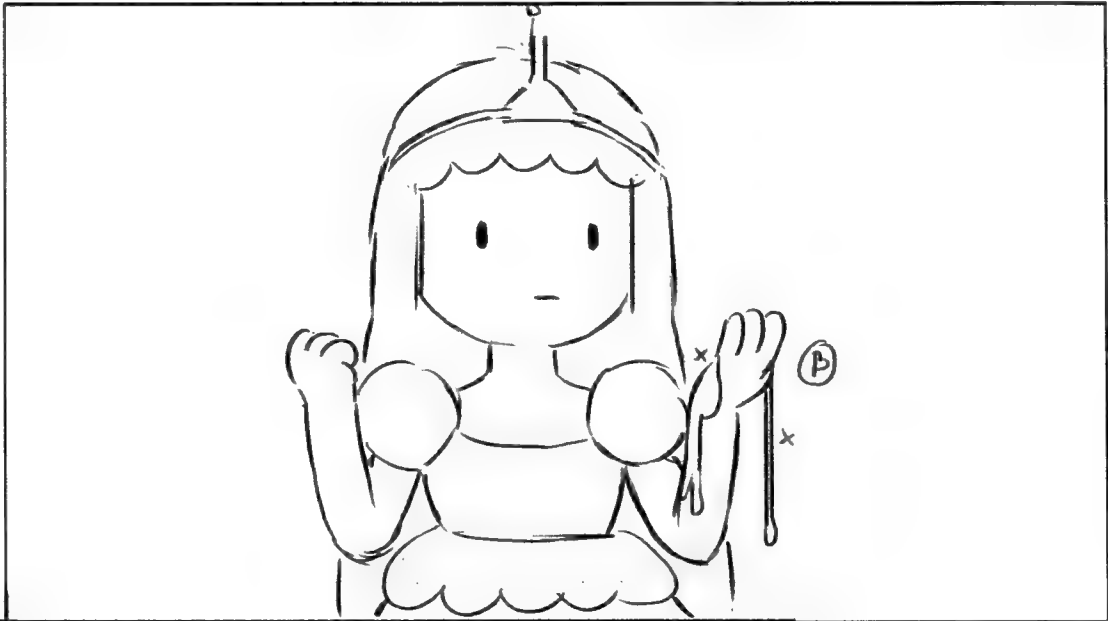



Sc. 159

Pnl. A

Bg.

day night



Dialog:	
Action:	- SODA POP OZZES OUT OF PB'S CLOSED HAND.
Timing:	- SODA POP FLOWS DOWN, 

1042-251

EPISODE #

Production :

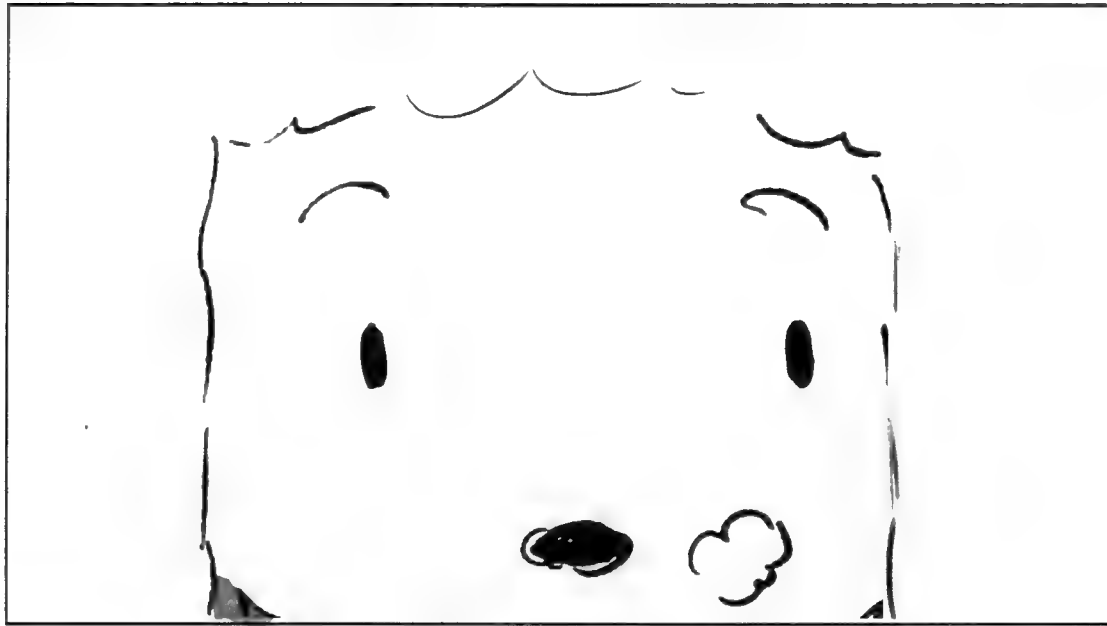


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

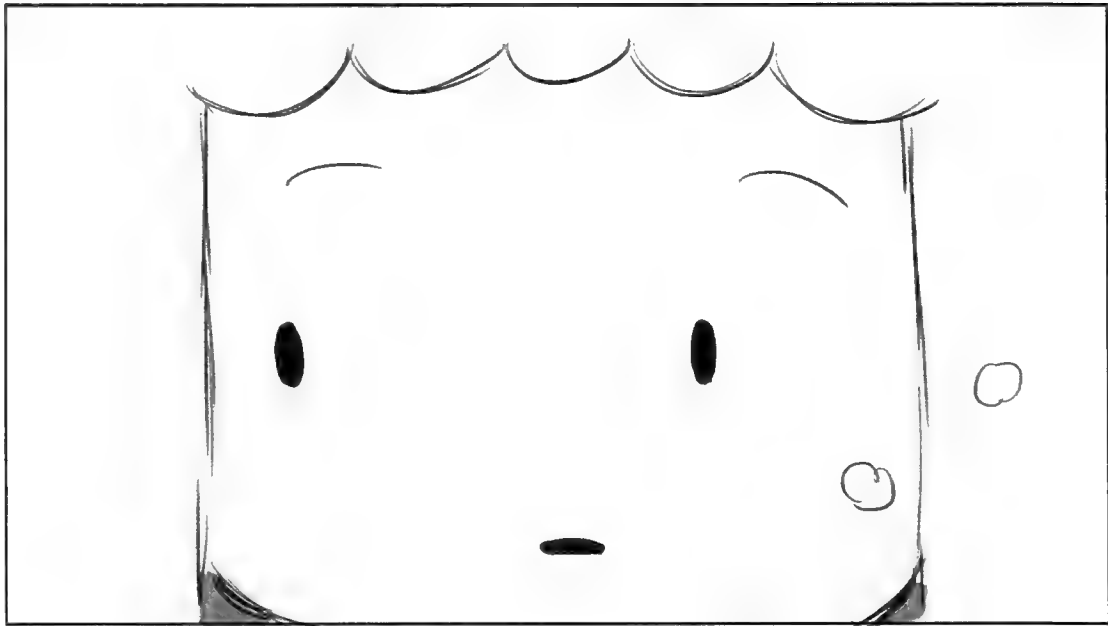
# ADVENTURE TIME



Sc. 160 Pnl. A Bg. day night



Sc. 160 Pnl. B Bg. day night



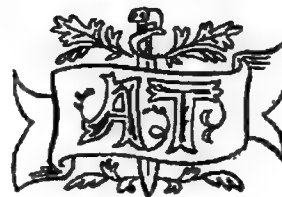
Dialog:	<u>PO</u> : " GUM ARABIC , , , "	<u>PB</u> : " GELATIN , , , "
Action:		
Timing:		

EPISODE # 1042-250 Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



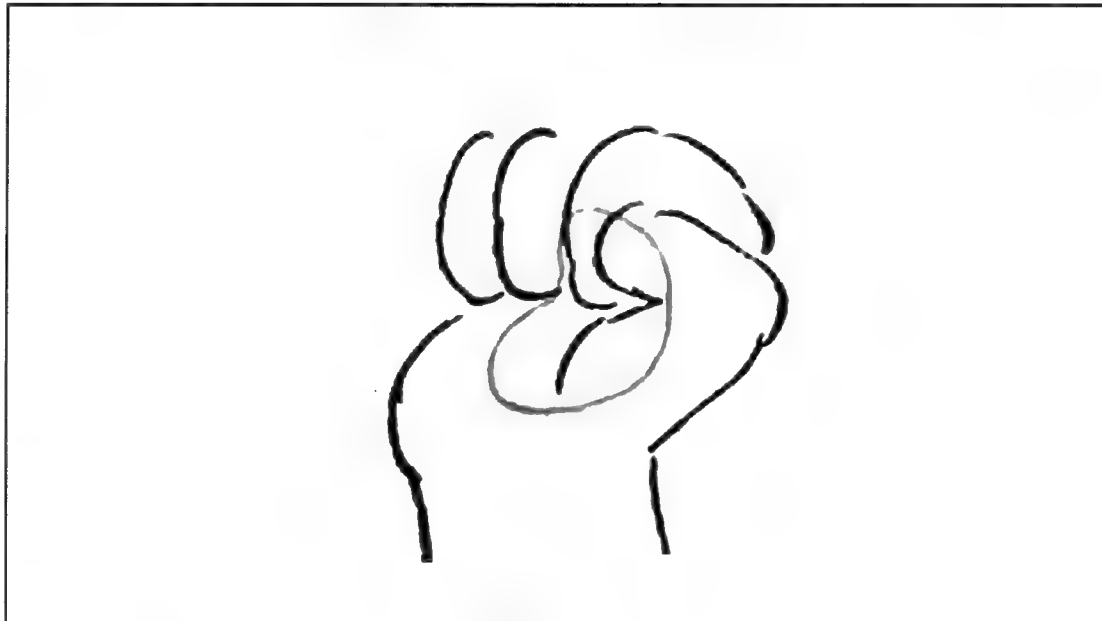
Page 264

Sc. 161

Pnl. A

Bg.

day night



Sc. 161

Pnl. B

Bg.

day night



Dialog:	<u>PB</u> : "POTASSIUM BENZOATE..."	<u>PB</u> : <sup>(o/s)</sup> ADD HEAT AND PRESSURE!
Action:	- PB SQUEEZES FIST.	
Timing:		

EPISODE # 1042-251  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

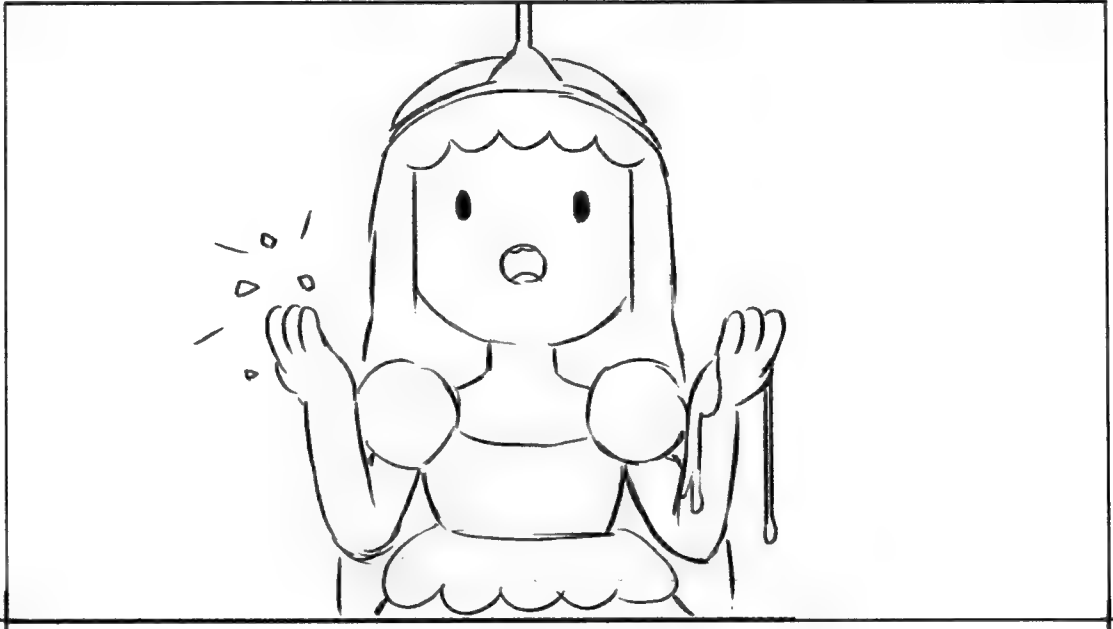
ADVENTURE TIME



Sc. 161 Pnl. C Bg. day night



Sc. 162 Pnl. A Bg. day night



Dialog:	<p><u>SFX:</u> POP!</p> <p><u>PB:</u> CHATSBERRY - I'M WALKING IN MY OWN SHOES !!</p>
Action:	<p>- SCOTCH MINTS APPEAR WHEN PB OPENS HER HAND.</p>
Timing:	

EPISODE # 1042-251  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 163

Pnl. A

Bg.

day night

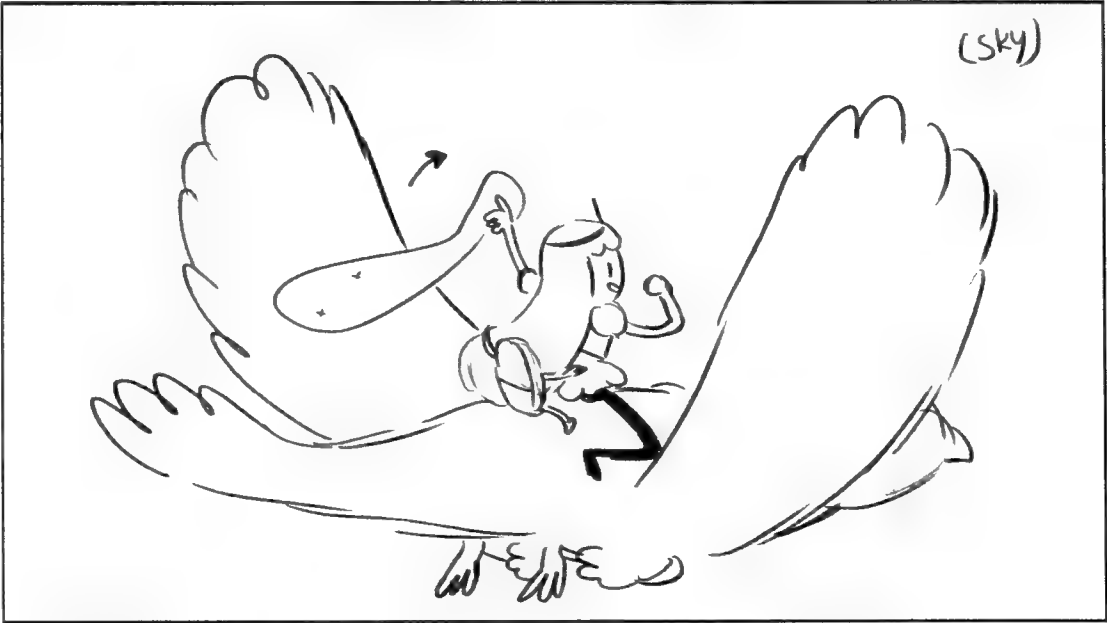


Sc. 164

Pnl. A

Bg.

day night



Dialog:

PEP: WHAT?

PB: LOOK!

Action:

Timing:

1042-251

EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 164

Pnl. B

Bg.

day night



Sc. 164

Pnl. C

Bg.

day night



Dialog:

SFX: \* SKSHHH \*

SFX: \* THP-THP-THP!  
BOOM! \*

Action:

- PB FORMS CLOUD OF SODA POP.

- PB FIRES SCOTCH MINTS AT SODA.

Timing:

EPISODE # 1042-251  
Production :

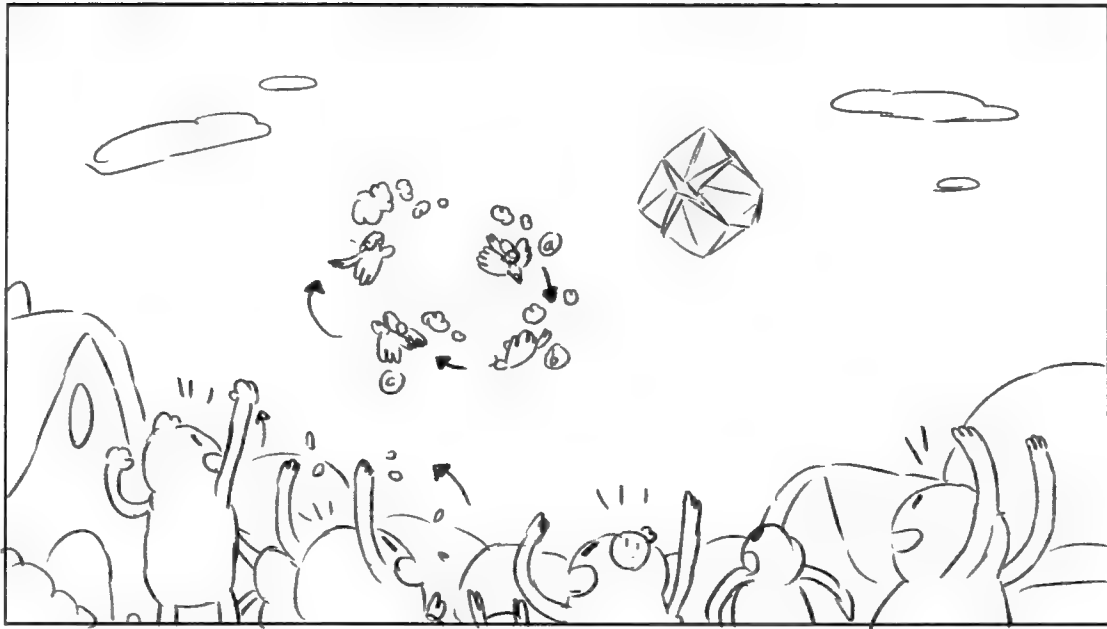


© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

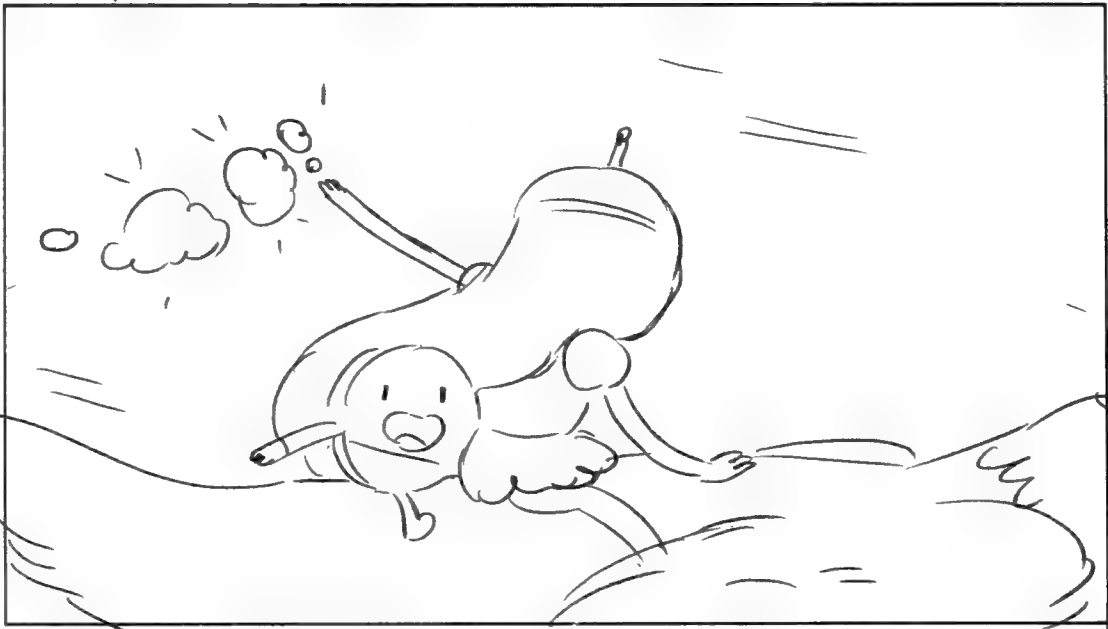
ADVENTURE TIME



Sc. 165 Pnl. A Bg. day night



Sc. 166 Pnl. A Bg. day night



Dialog: CROWD: WOOO! BUBBLEGM  
[CHEERING WALLA] PEP: YOU'RE DOING IT!!

Action: - PB FLIES IN CIRCLES  
- EXPLOSIONS.

Timing:

1042-251

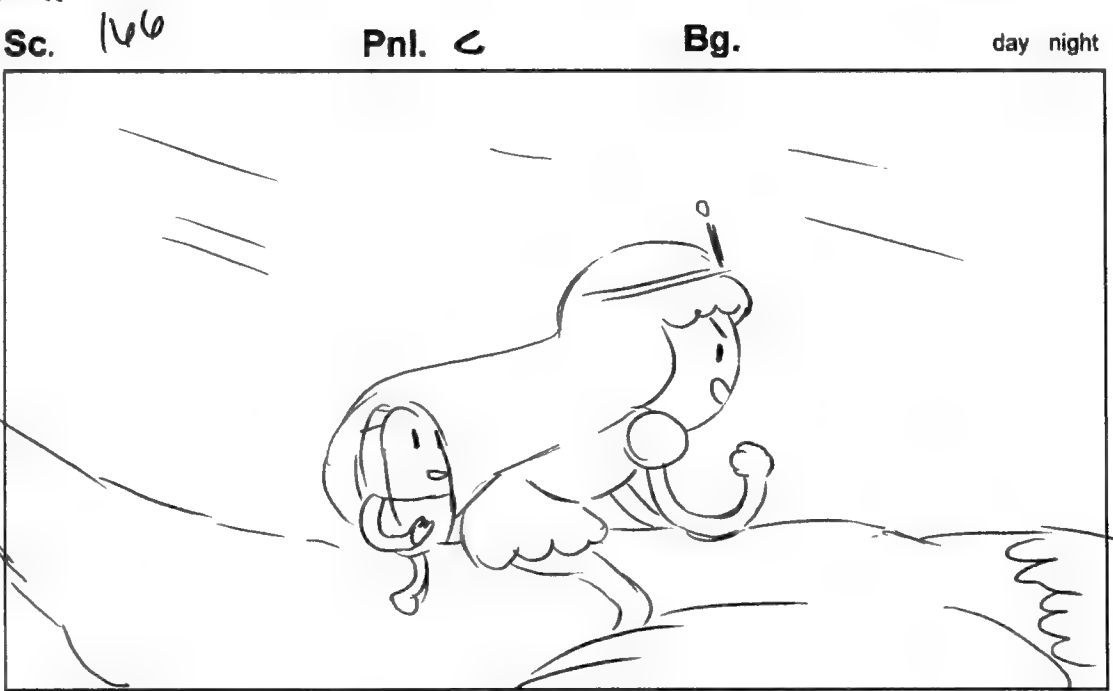
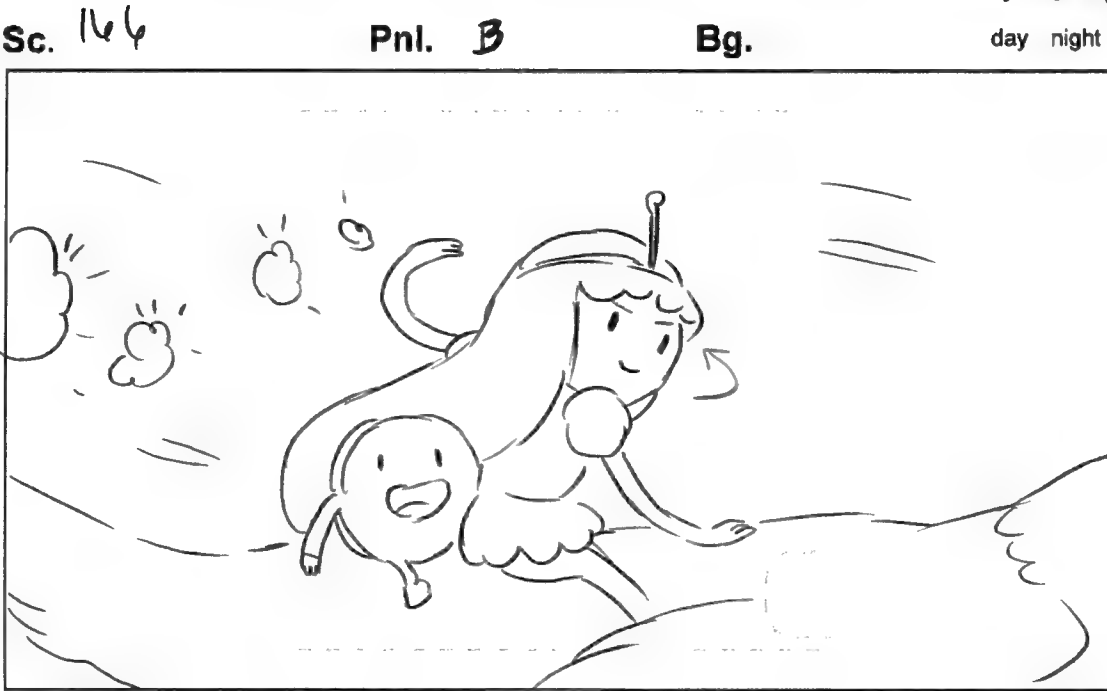
EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	PEP: YOU'RE BLOWING THEIR FREAKIN' MINDS!	PB: NOW LET'S BLOW --
Action:		
Timing:		

1042-251

EPISODE #

Production :

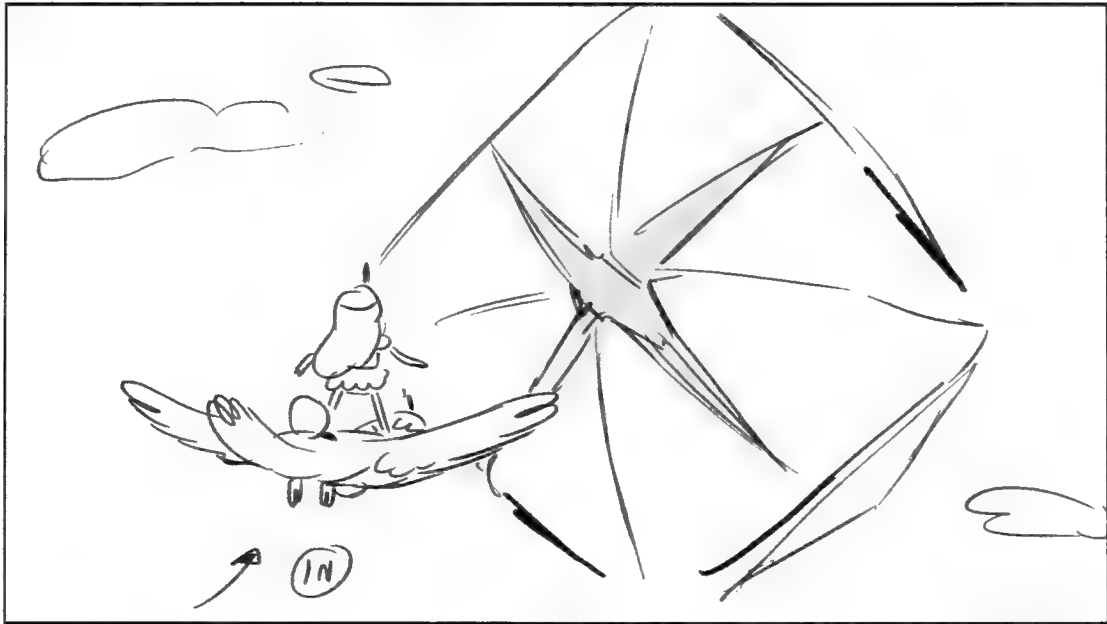


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

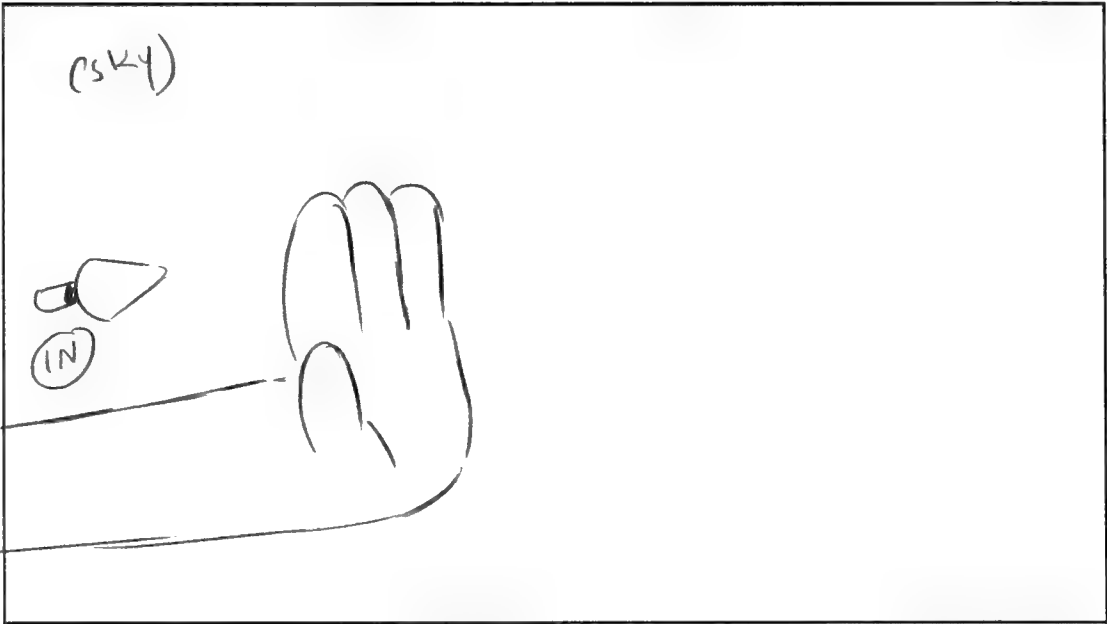
ADVENTURE TIME



Sc. 167 Pnl. A Bg. day night



Sc. 168 Pnl. A Bg. day night



Dialog:	PB: <u>HIS</u> MIND!	
Action:	- PB FLIES ON/S.	- PB'S HAND COMES ON/S.
Timing:		

EPISODE # 1042-251  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

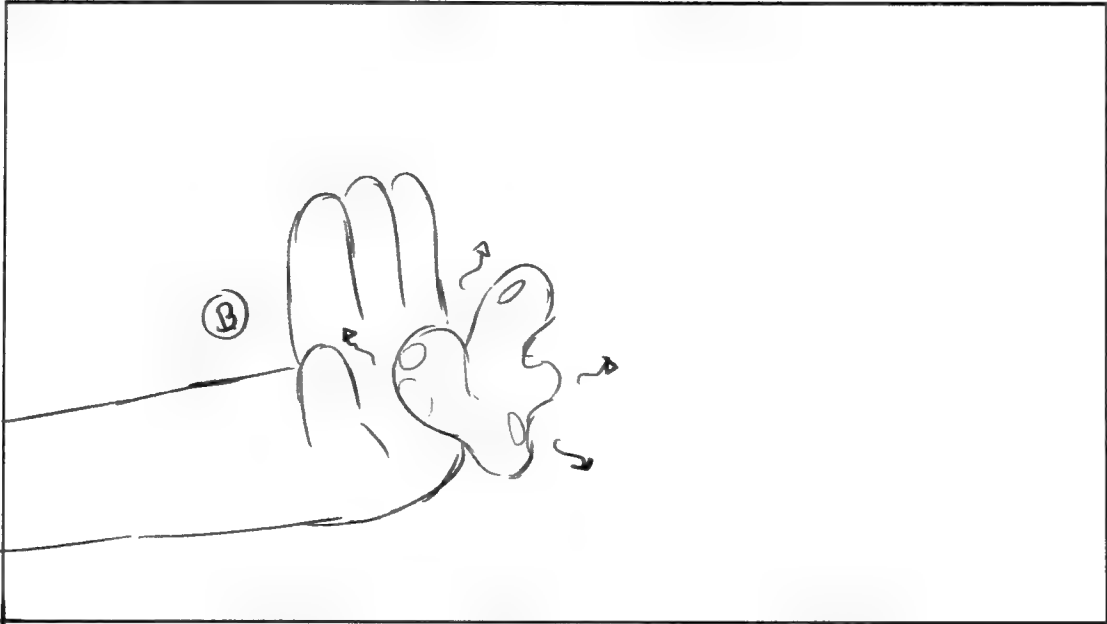


Sc. 168

Pnl. B

Bg.

day night

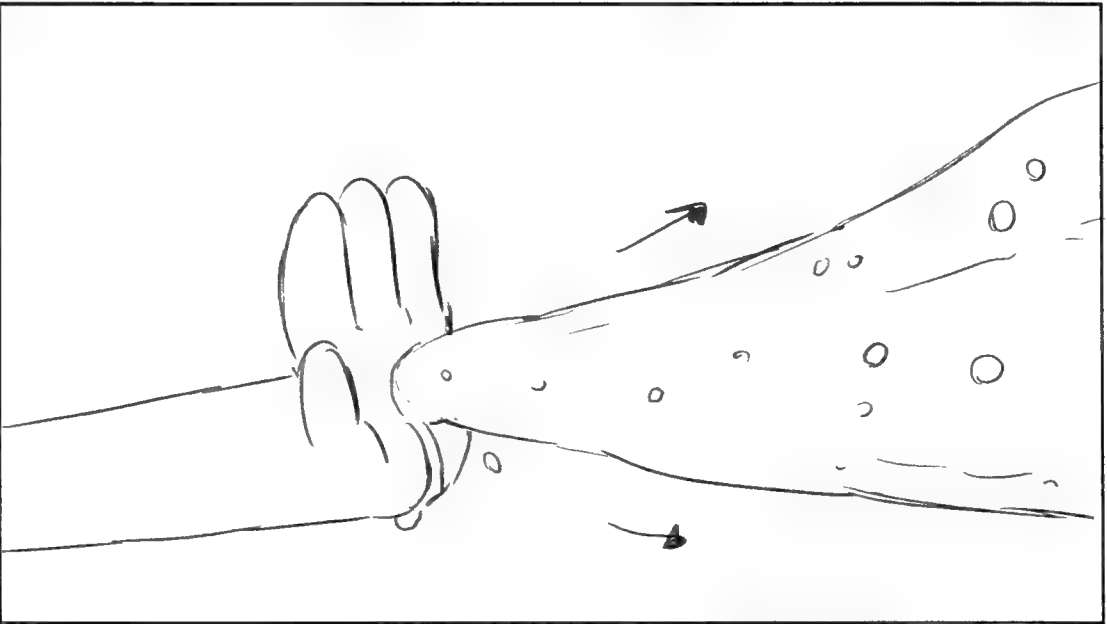


Sc. 168

Pnl. C

Bg.

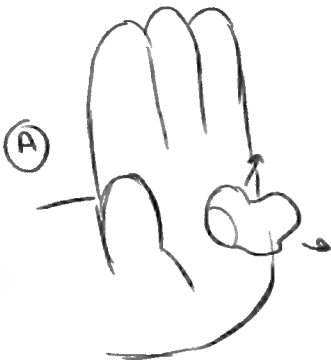
day night



Dialog:

SFX: \* SK SHHHH ! \*

Action:



- the soda  
squiggle a bit

- SODA JET SHOOTS OFF/S.

Timing:

1042-251

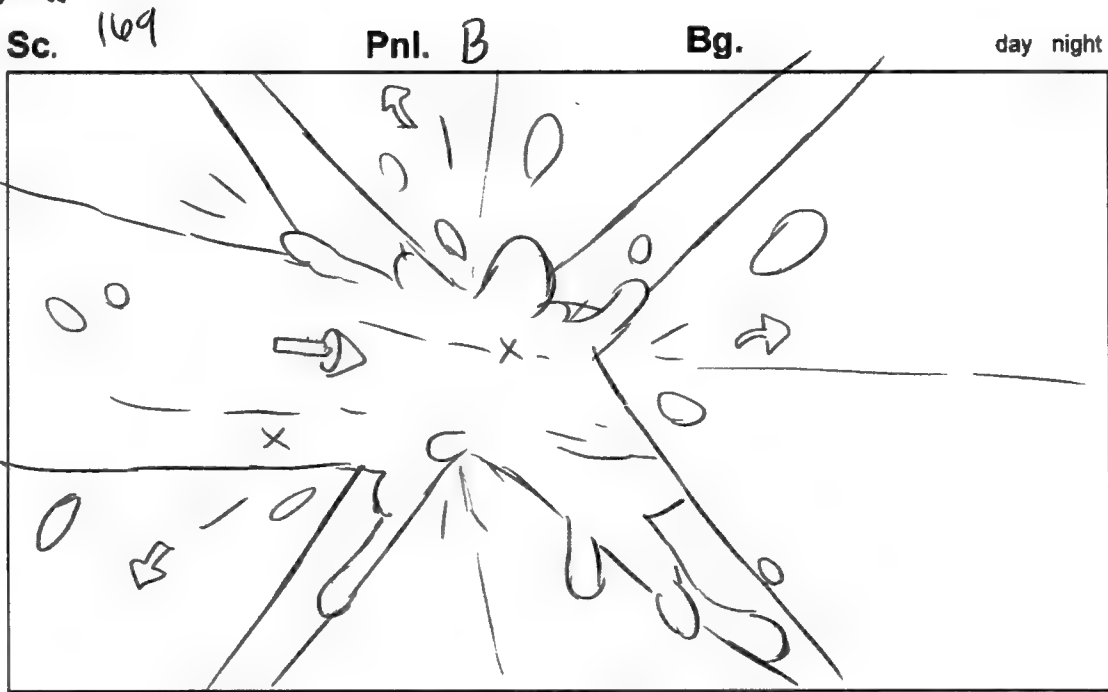
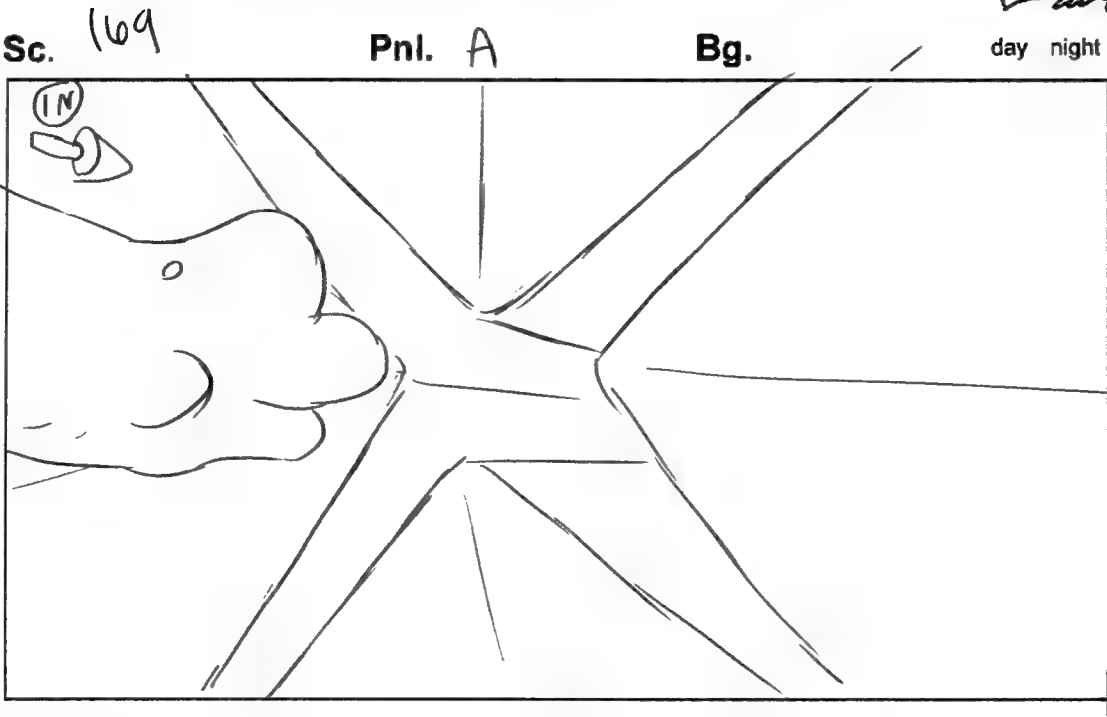
EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	SFX: * SPSHHH!! *
Action:	- SODA SHOOTS INTO CENTER OF FORTUNE TELLER.
Timing:	

EPISODE # 1042-251  
Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 169

Pnl. C

Bg.

day night

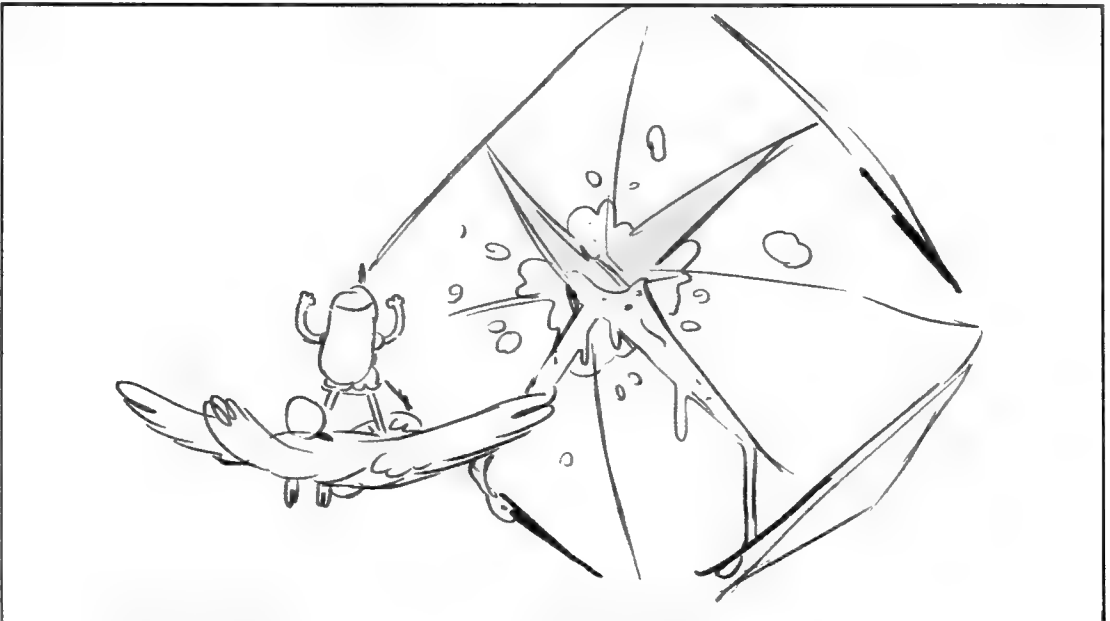


Sc. 170

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

PB :

+ end pose

EPISODE # 1042-251  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



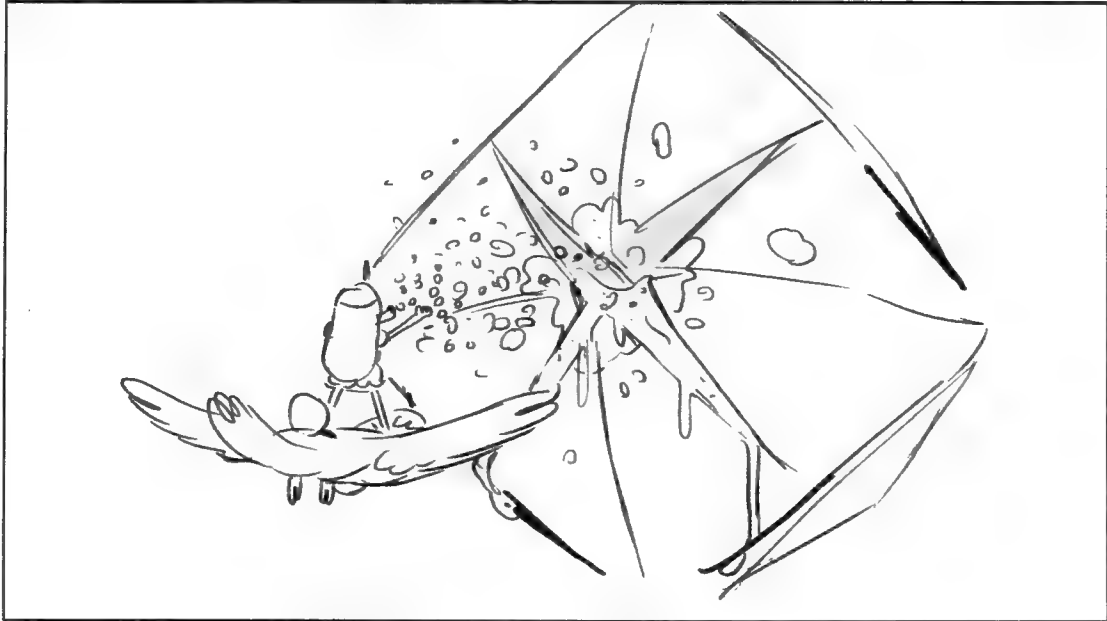
je 274

Sc. 170

Pnl. B

Bg.

day night



Sc. 170

Pnl. C

day night



Dialog:		SFX: <u>BOOOOOOM!</u>	
SFX: * FT-FT- FT-FT-FT-FT *			
Action:	- PB FIRES SCOTCH MINTS AT CENTER OF F.T.		- FORTUNE TELLER EXPLODES.
Timing:			- SILHOUETTE OF PATIENCE WITHIN EXPLOSION.

EPISODE # 1042-251  
Production :

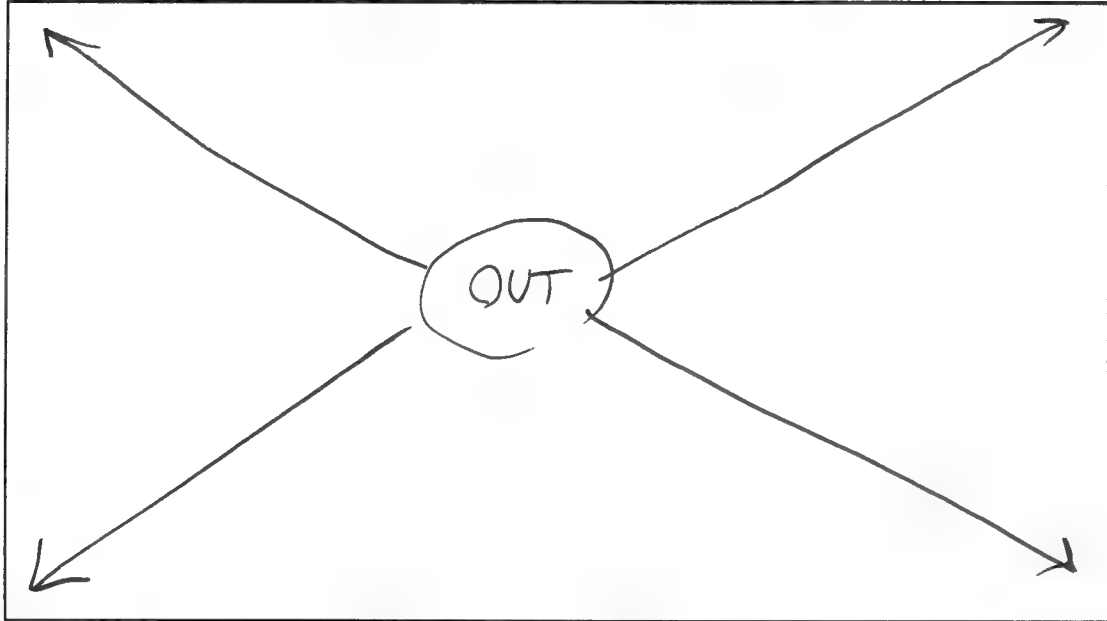


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 171 Pnl. A Bg. day night



Dialog:
Action: <p>- F.I. SHATTERS INTO CLOUD OF GLITTERING DUST.</p>
Timing:

EPISODE # 1042-251  
Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unqualified and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 171 Pnl. B Bg. day night



Sc. 171 Pnl. D Bg. day night



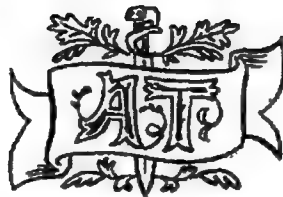
Dialog:	
Action:	- FRAGMENTS AND DUST CLOUD FALL TO THE GROUND.
Timing:	- CLOUD OF SMOKE/DUST RISES.

EPISODE # 1042-251  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 172

Pnl. A

Bg.

day night

+ S.P.

Sc. 172

Pnl. B

Bg.

day night

Dialog:

PB: Haha, yes!

Action:

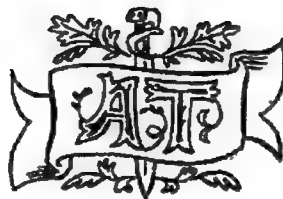
Timing:

EPISODE # 1042-251

Production :



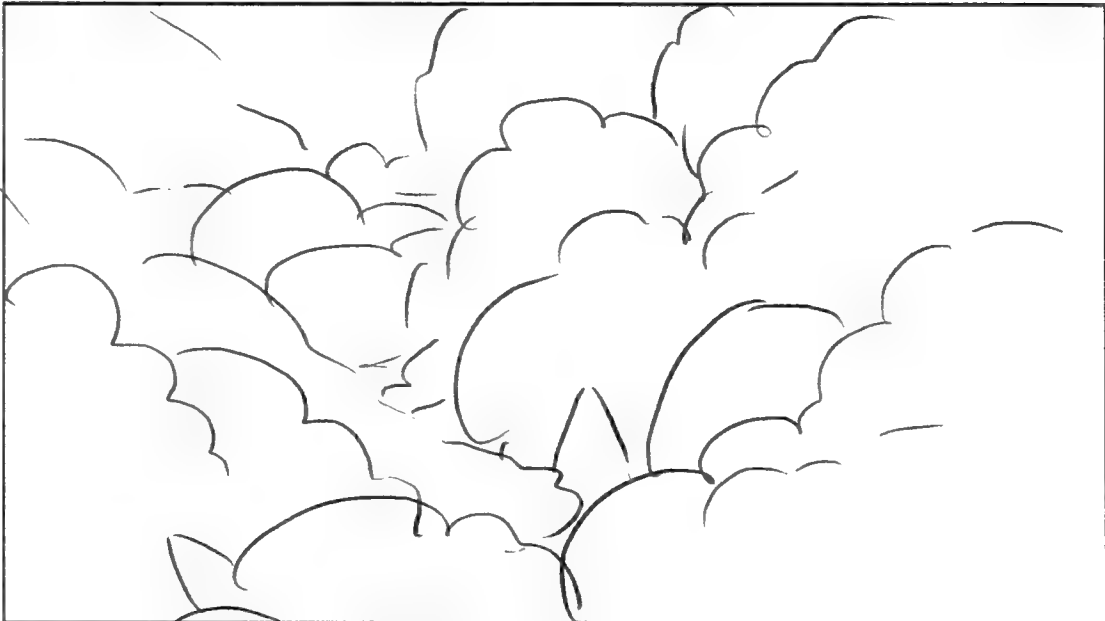
ADVENTURE TIME



Sc. 172 Pnl. C Bg. day night



Sc. 173 Pnl. A Bg. day night



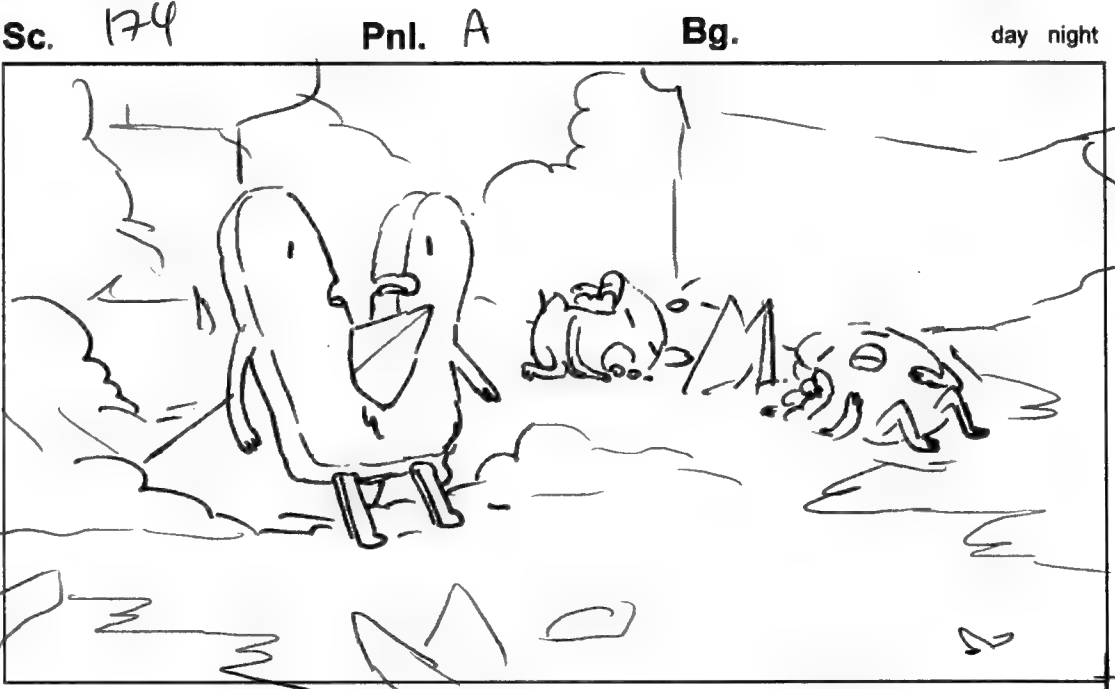
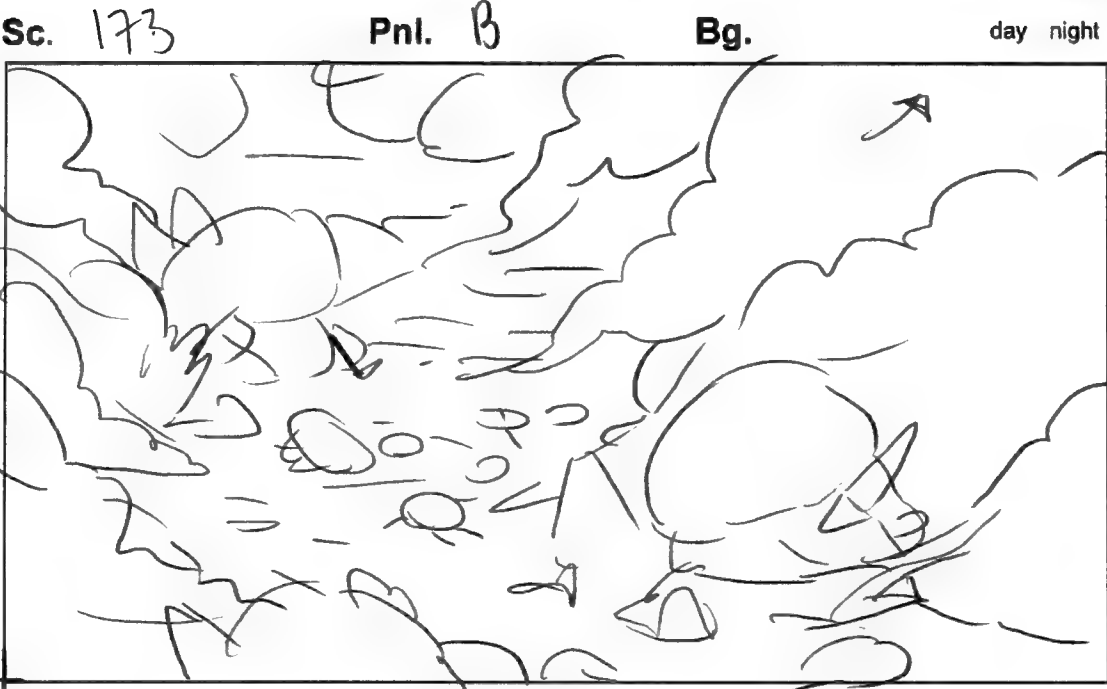
Dialog:	<p>PB: BUBBLEGUM SAVES THE DAY!!</p>
Action:	<p>(mostly smoke)</p>
Timing:	

EPISODE # 1042-251  
Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



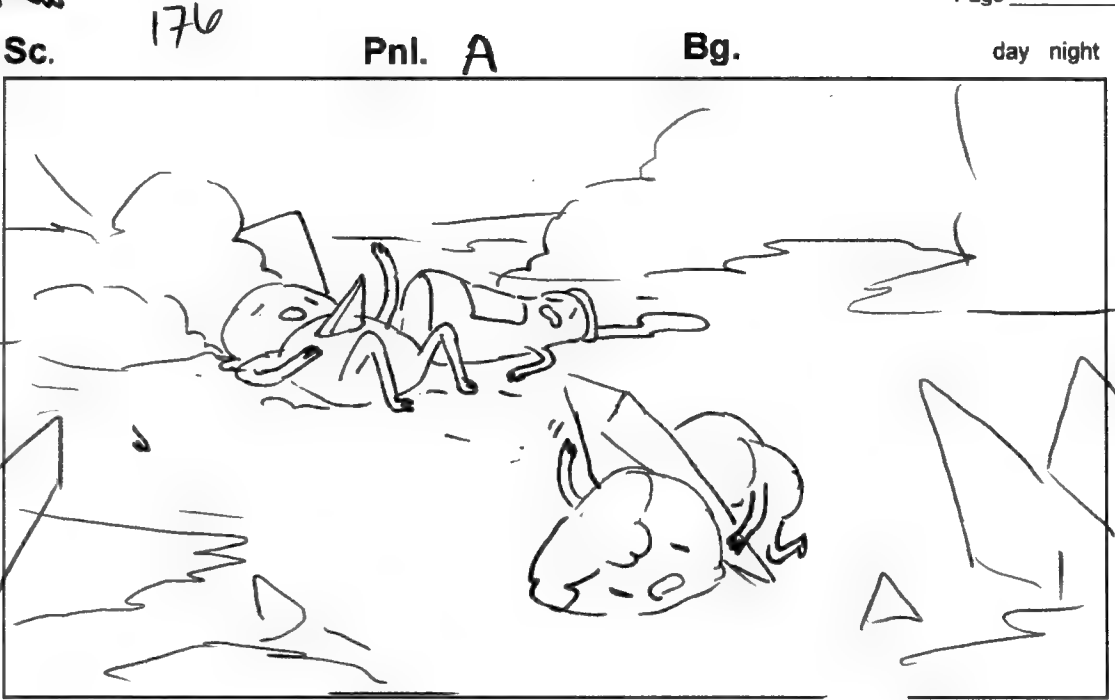
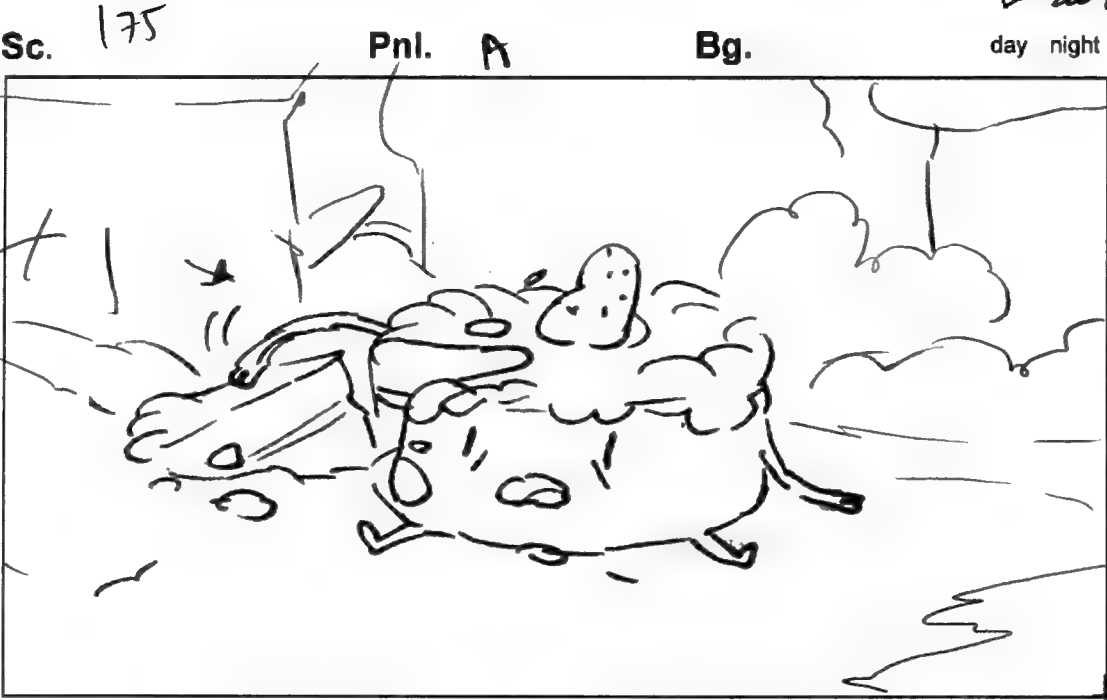
Dialog:	POPSICLE: SO... COLD ....	
Action:	- smoke clears to reveal broken houses, street, CANDY PEOPLE	- SPLIT POPSICLE.
Timing:		

1042-251  
EPISODE #  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog:	SFX: * THP-THP-THP*	CANDY PEOPLE: (MOANING)
Action:	- CAKE PULLS AT MISSING SLICE.	
Timing:		

1042-250  
EPISODE #  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 177 Pnl. A Bg. day night

Sc. 177 Pnl. B Bg. day night

Dialog:
<u>PB</u> : OH NO !
Action:
Timing:

EPISODE # 1042-251  
Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



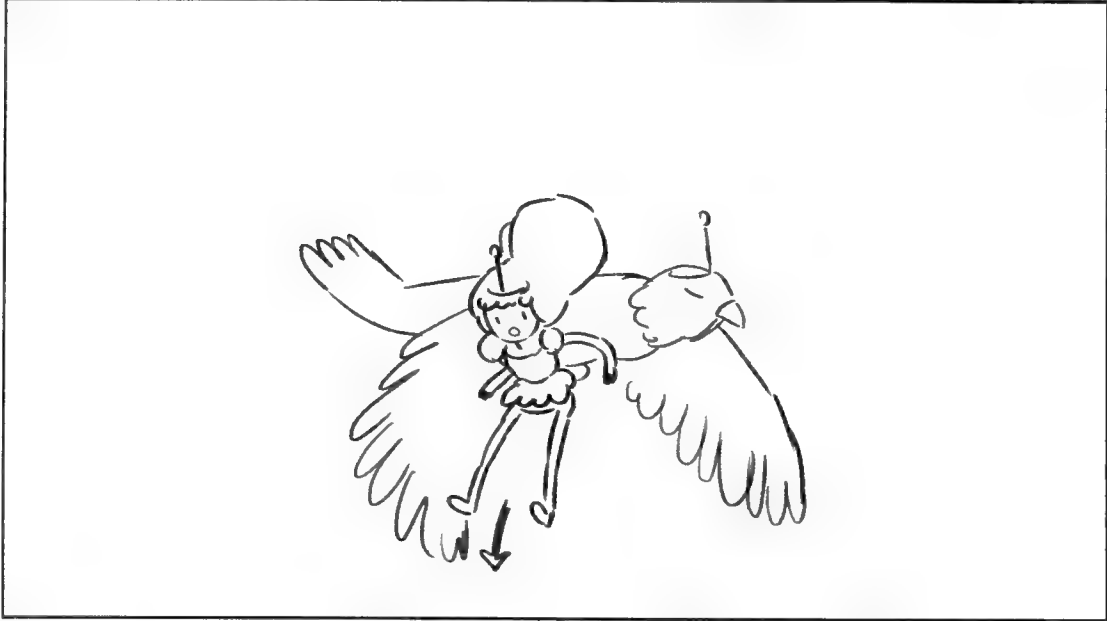
Page 282

Sc. 177

Pnl. C

Bg.

day night

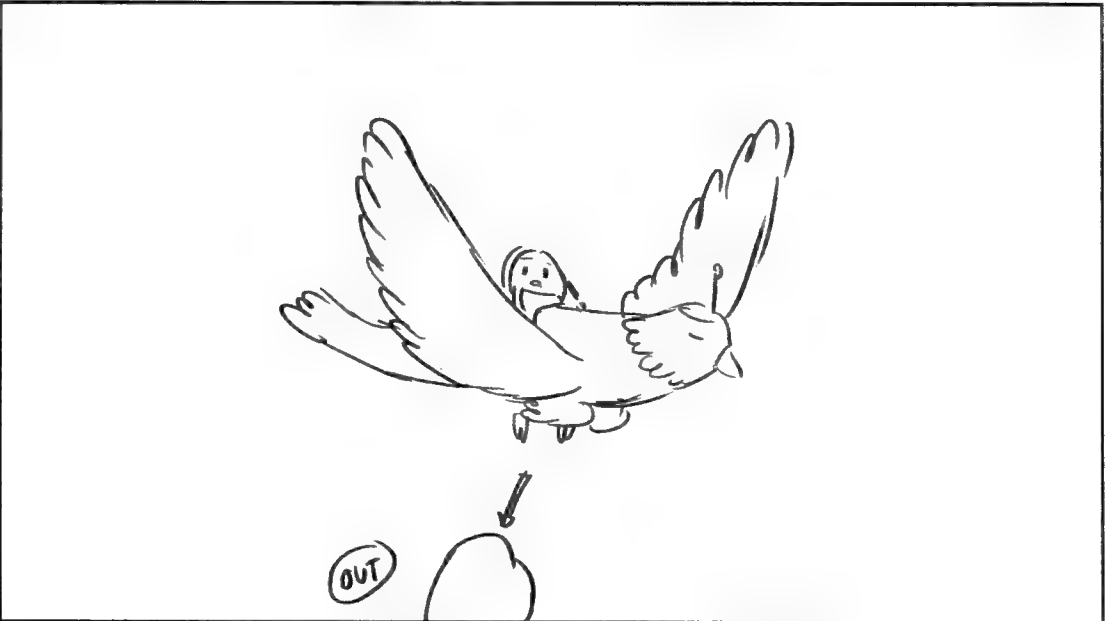


Sc. 177

Pnl. D

Bg.

day night



Dialog:

PEP : umm... PRINCESS ?

Action:

- PB SLIDES OFF OF EAGLE AND FALLS OFF/S.

Timing:

1042-251

EPISODE #

Production :

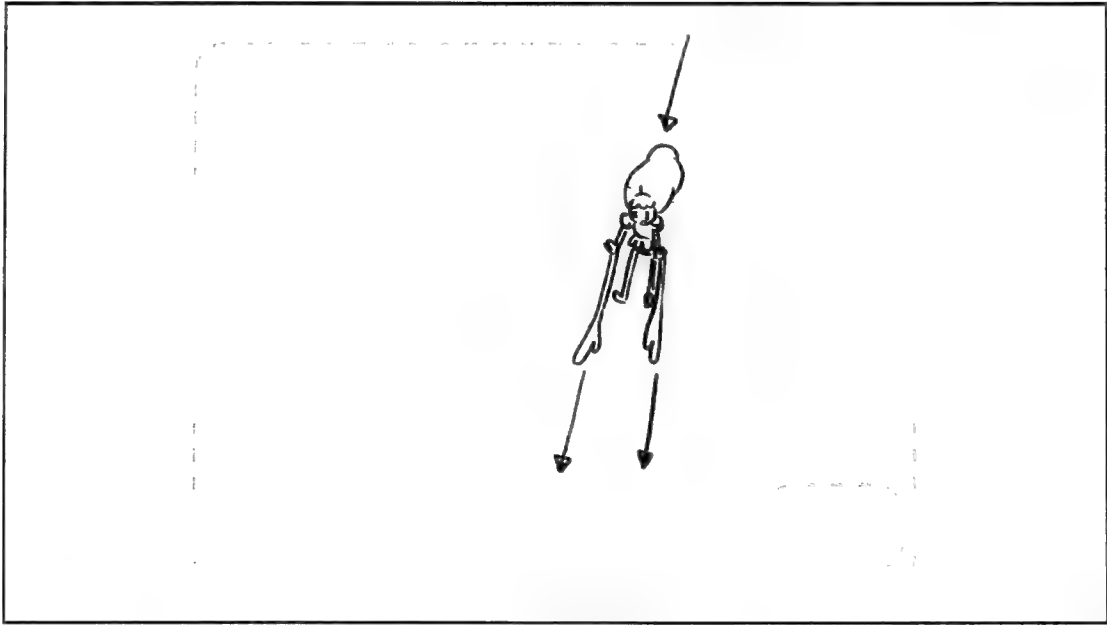


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 178 Pnl. A Bg. day night



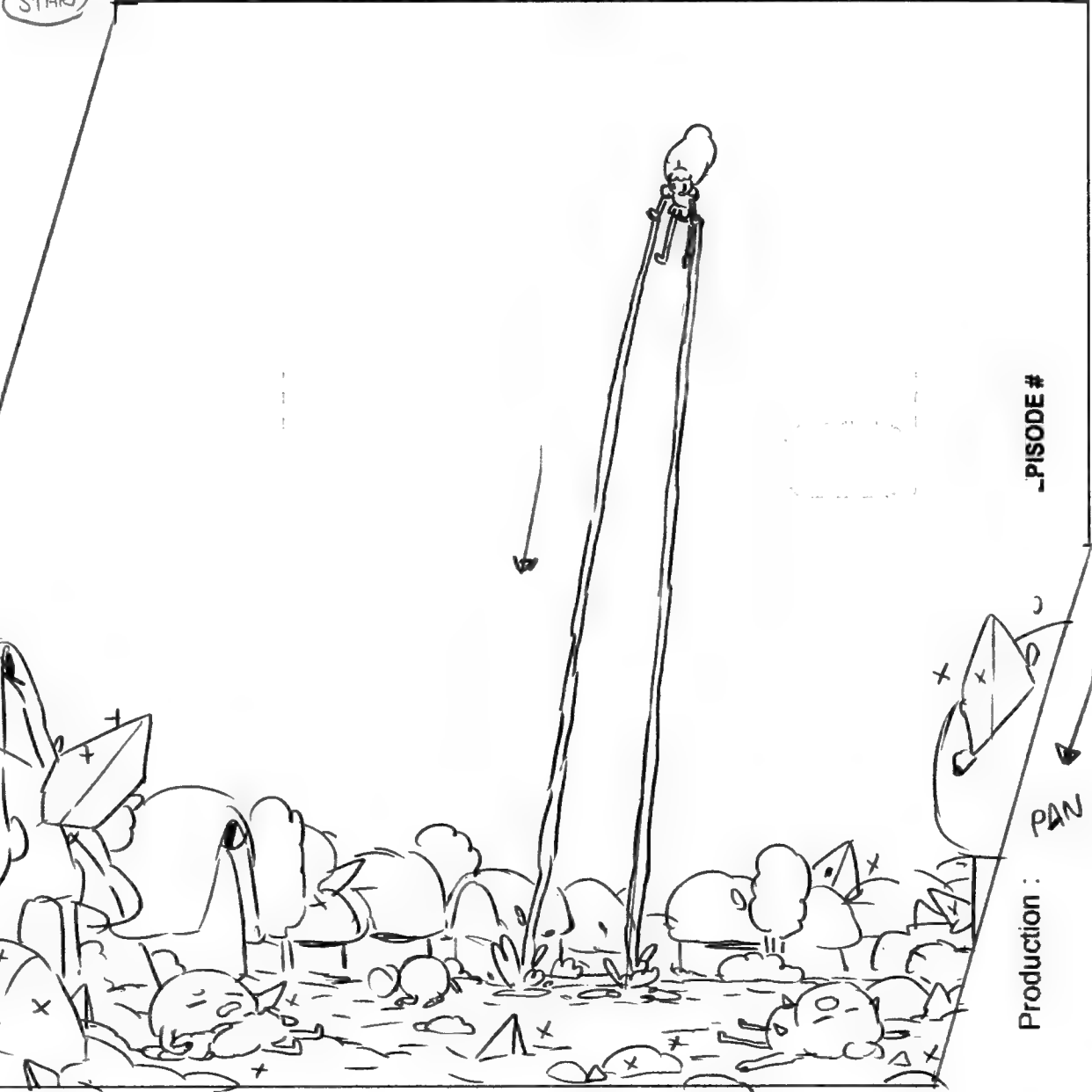
Dialog:  
SFX: \* SKSHH \*

Action:  
- PB SHOOTS TWO SODA JETS

Timing:  
camera follow soda →

AI STOP

Sc. 178 Pnl. B Bg. day night



EPISODE #

Production :

1042-251

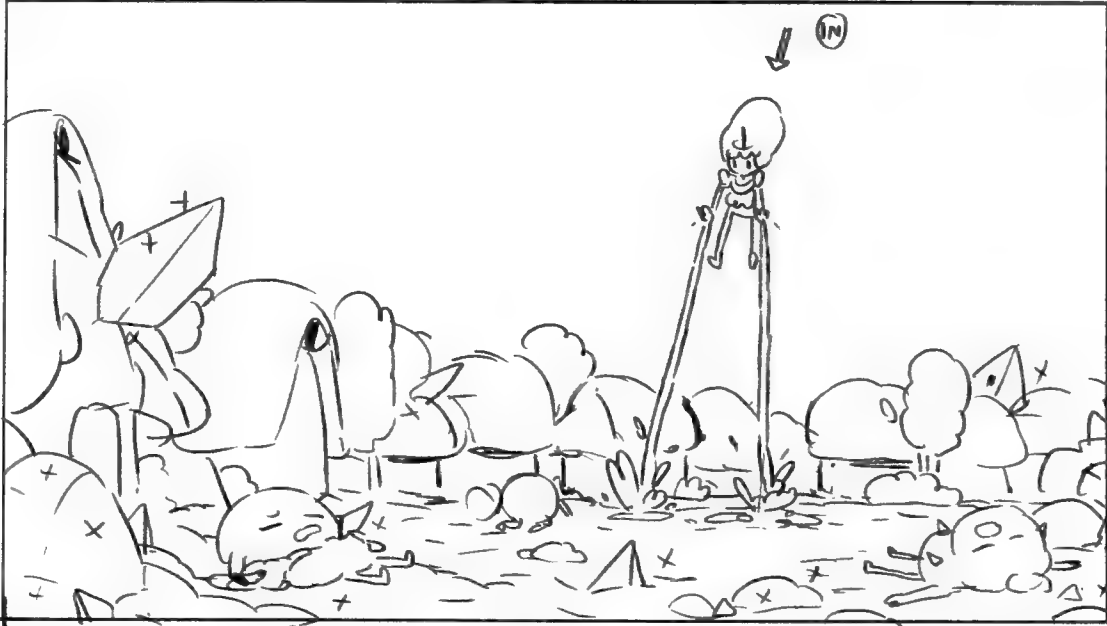


© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the source, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

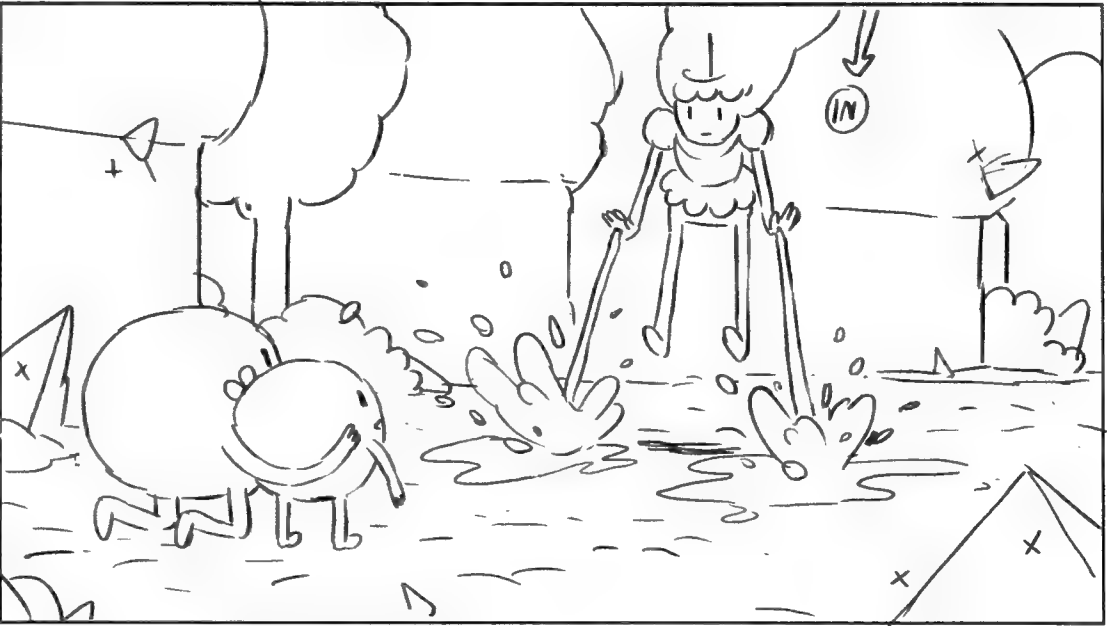
ADVENTURE TIME



Sc. 178 Pnl. C Bg. day night



Sc. 179 Pnl. A Bg. day night



Dialog:
Action: -JETS SLOW PB'S DESCENT AS SHE COMES ON/S.
Timing:



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

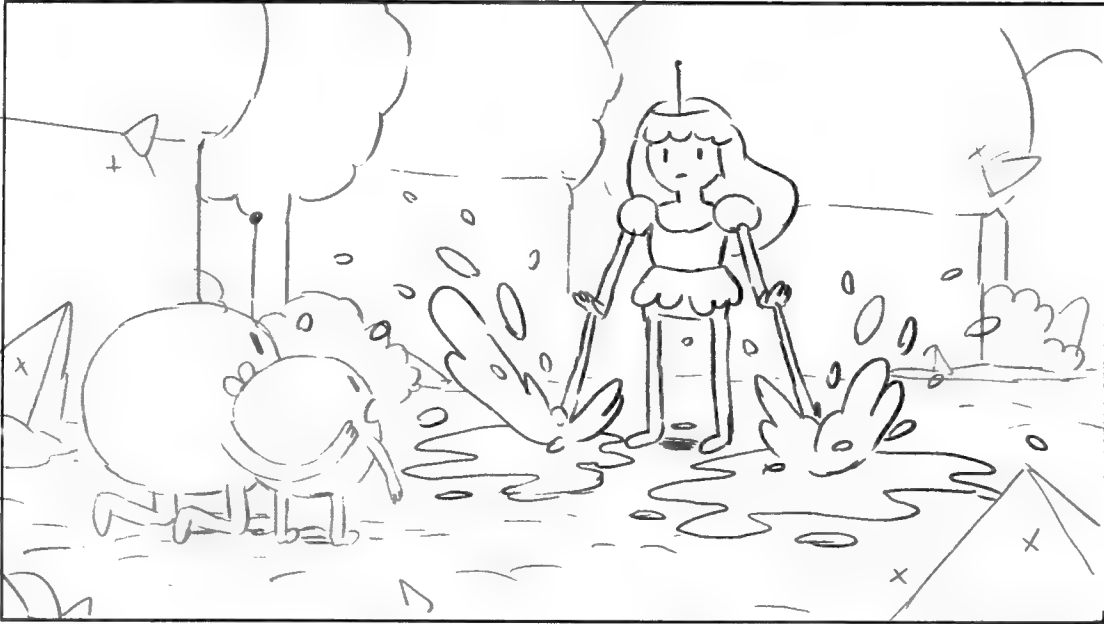
ADVENTURE TIME



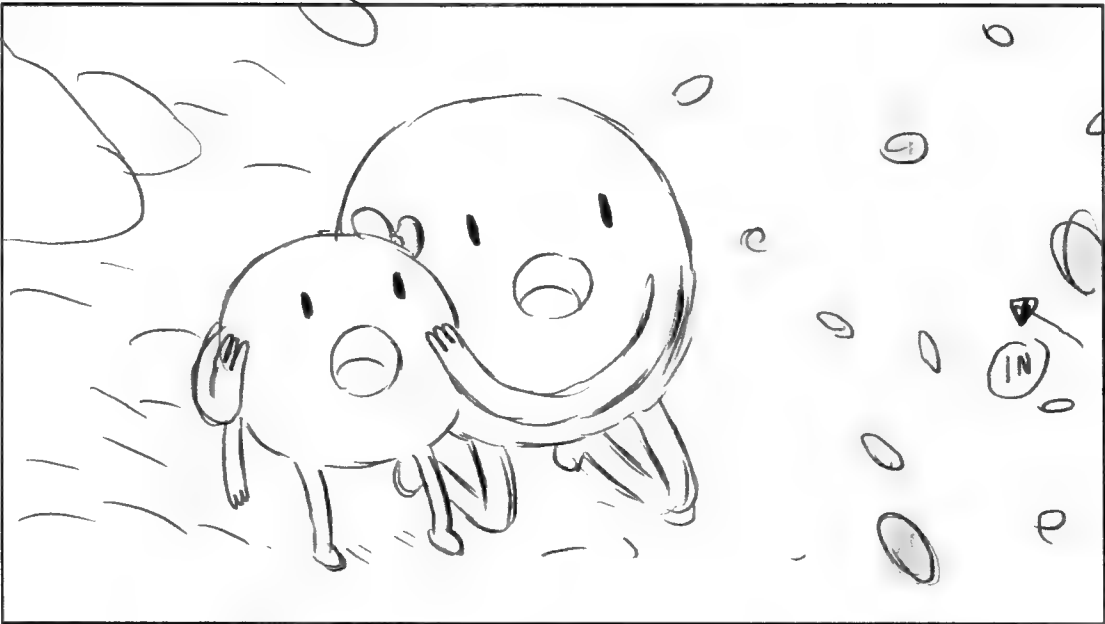
NO  
P.286

Page 285

Sc. 179 Pnl. B Bg. day night



Sc. 180 Pnl. A Bg. day night



Dialog:

SFX: \* SKSHH! \*

CANDY  
PEOPLE/  
CANDY KID #1

AAAHH!!

Action:

-PB LANDS  
-CANDY PEOPLE LOOK AT SODA JETS.

Timing:

1042-251

EPISODE #

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



NO  
SC. 181

NO  
P. 286

Page 287

Sc. 180

Pnl. B

Bg.

day night

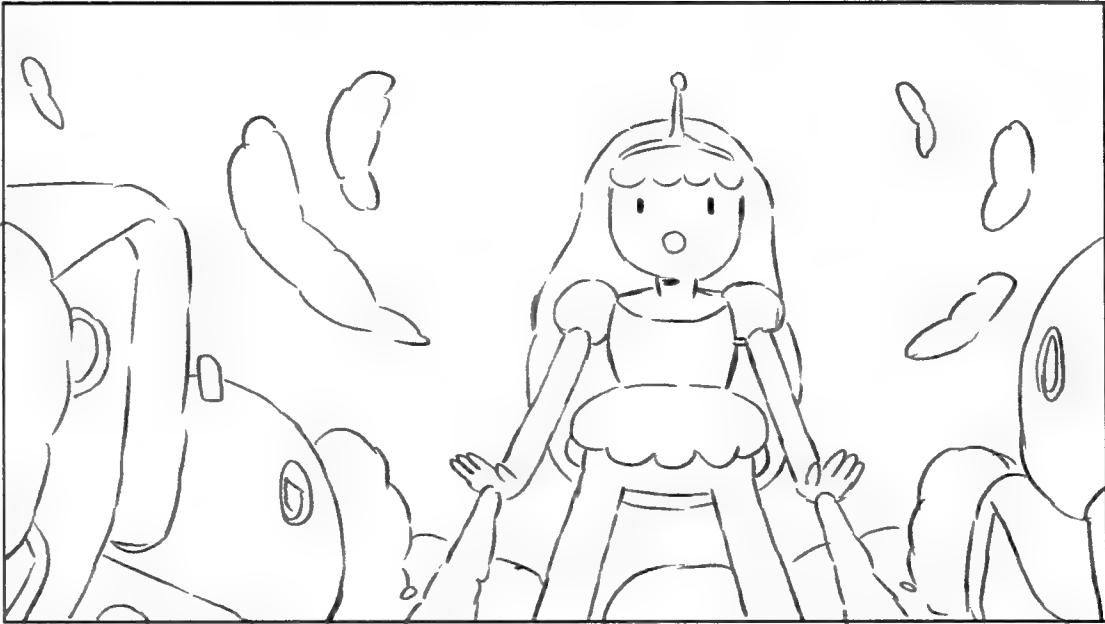


Sc. 182

Pnl. A

Bg.

day night



Dialog:

CANDY  
KID #1 : NO MORE BOOM!

PB: IT'S JUST SODA...

Action:

Timing:

EPISODE #

1042-251

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, digitized or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 183

Pnl. A

Bg.

day night

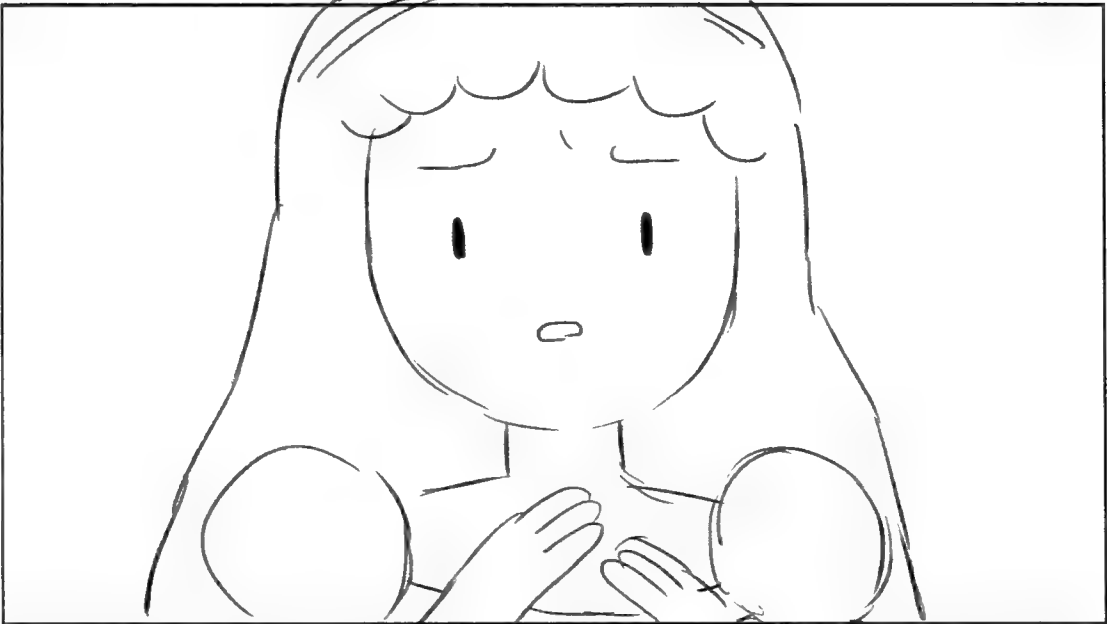


Sc. 183

Pnl. B

Bg.

day night



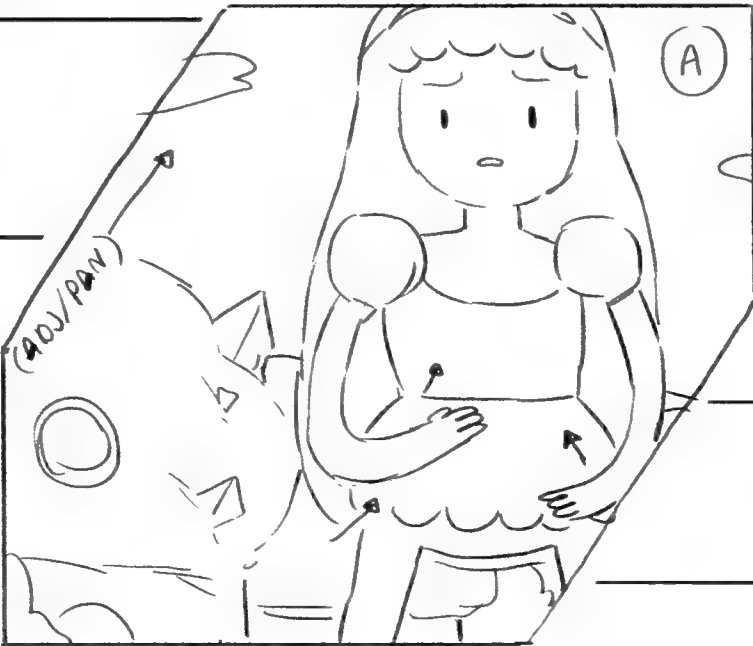
Dialog:

PB: I'm... I'm -

Action:

- SODA  
DISSIPATES.

Timing:



PB: - SORRY.

- PAN UP TO PB'S FACE.

Production :

EPISODE #

1042-251



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, digitized or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

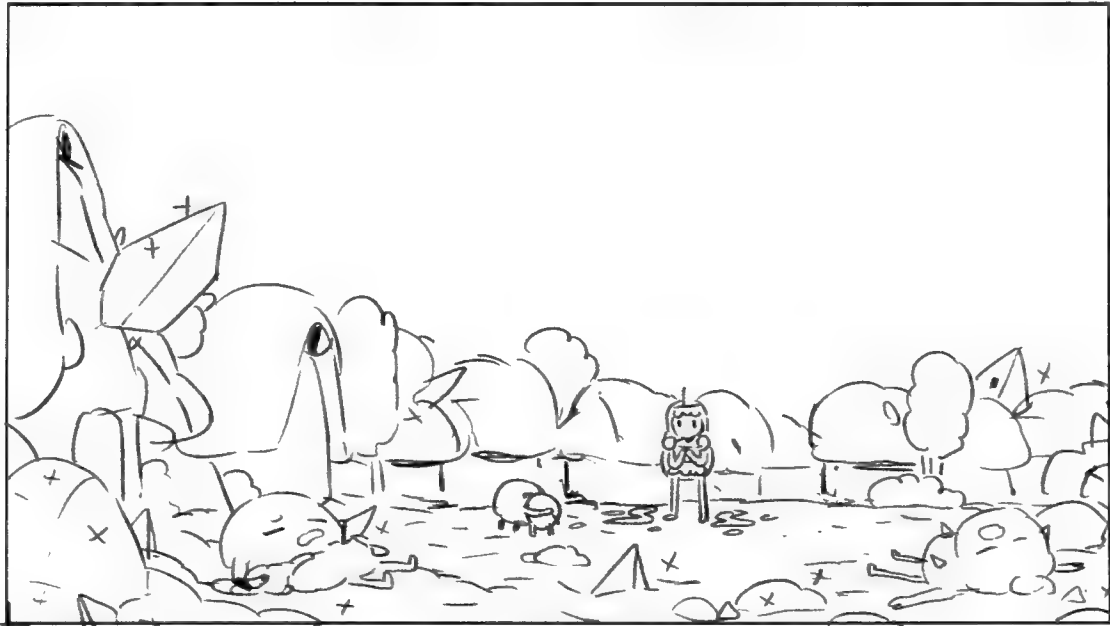


Sc. 184

Pnl. A

Bg.

day night

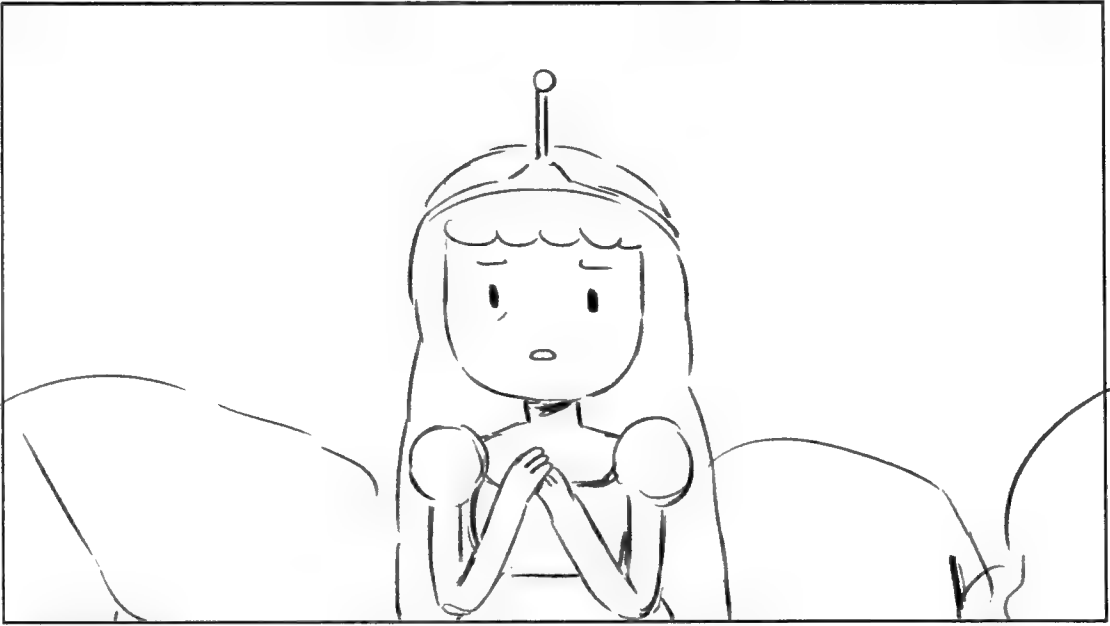


Sc. 185

Pnl. A

Bg.

day night



Dialog:

CANDY PEOPLE : [ QUIET GROANING ]

Action:

Timing:

1042-251

EPISODE #

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

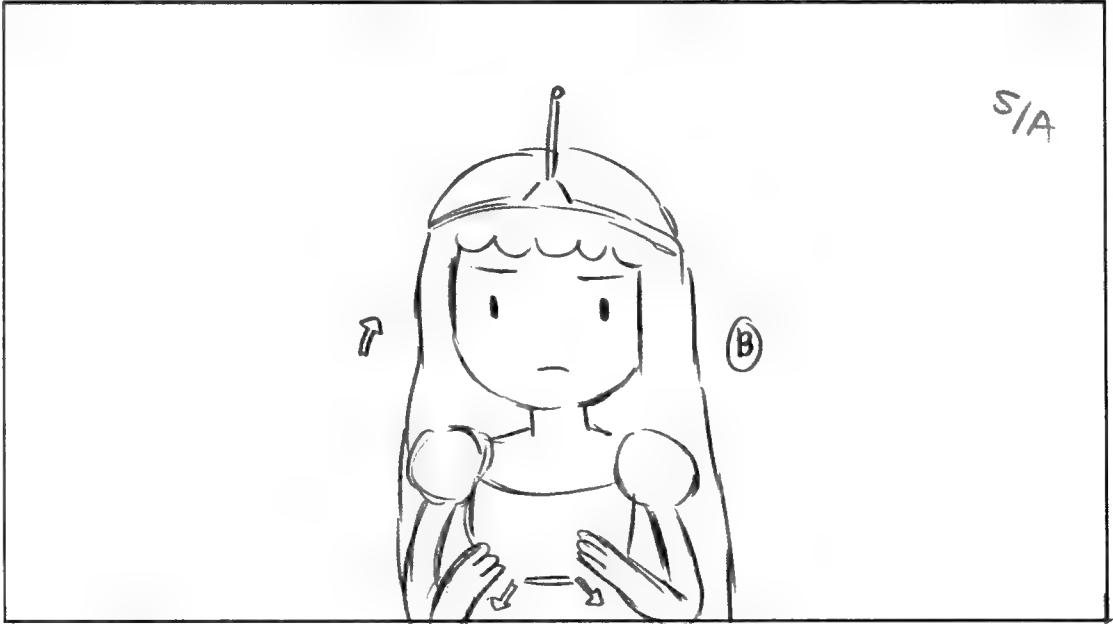
# ADVENTURE TIME



Sc. 186 Pnl. B Bg. day night



Sc. 186 Pnl. C Bg. day night



Dialog:

Action: -PB SNAPS OUT OF TRANCE.

Timing:

1042-251

EPISODE #

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

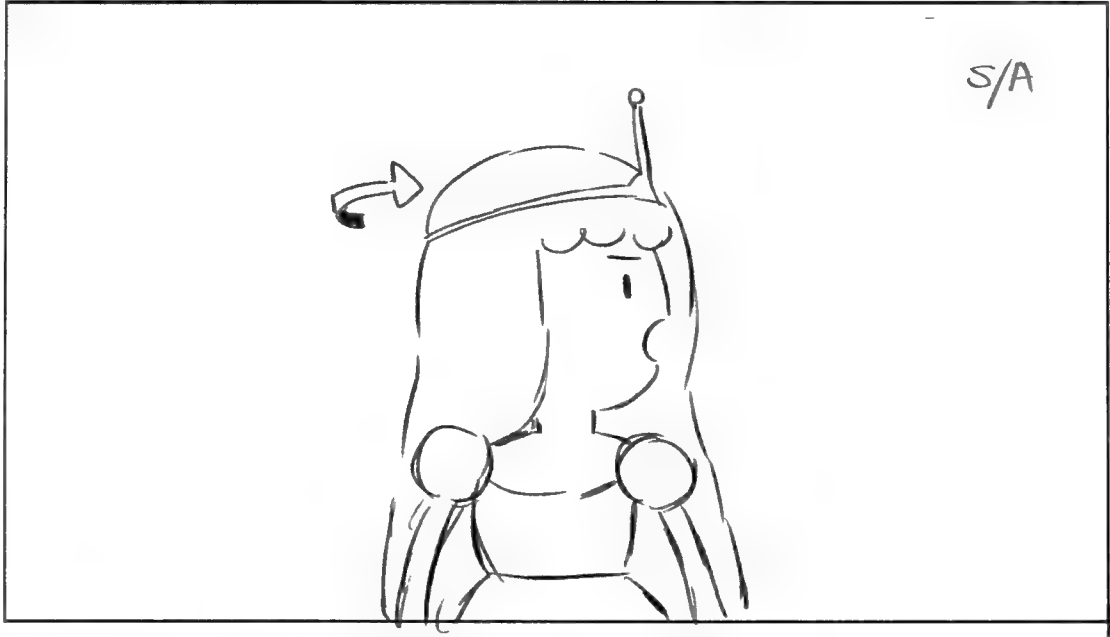


Sc. 186

Pnl. D

Bg.

day night

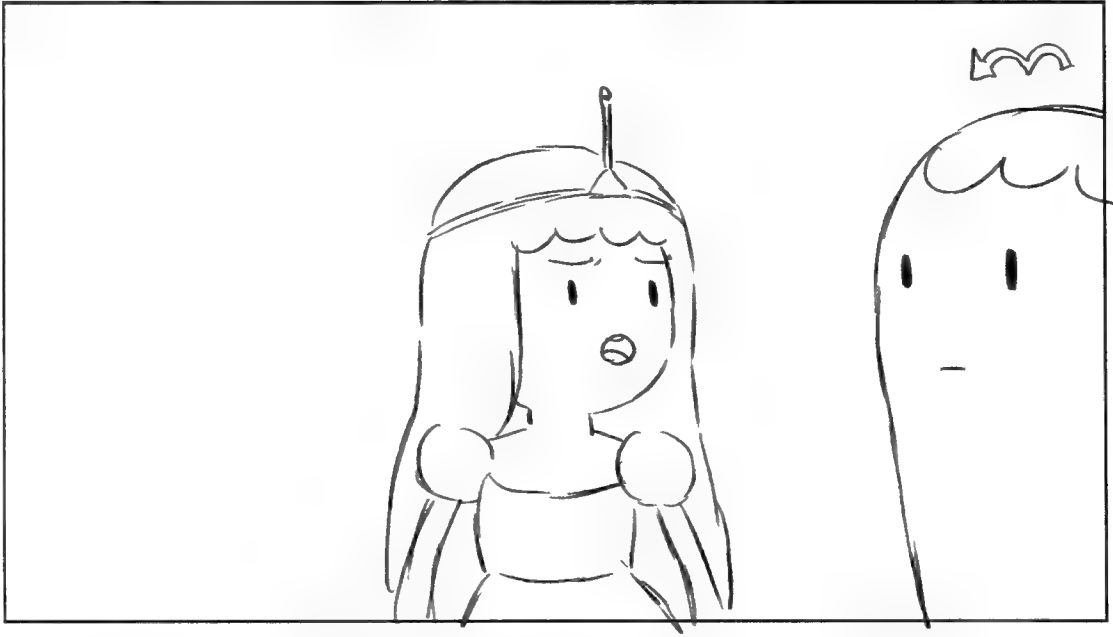


Sc. 186

Pnl. E

Bg.

day night



Dialog:	PB: BANANA GUARDS! GET THE WOUNDED --	PB: --TO THE INFIRMARY
Action:		-B.GUARD HUSTLES ON/S.
Timing:		

IN

1042-256

EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

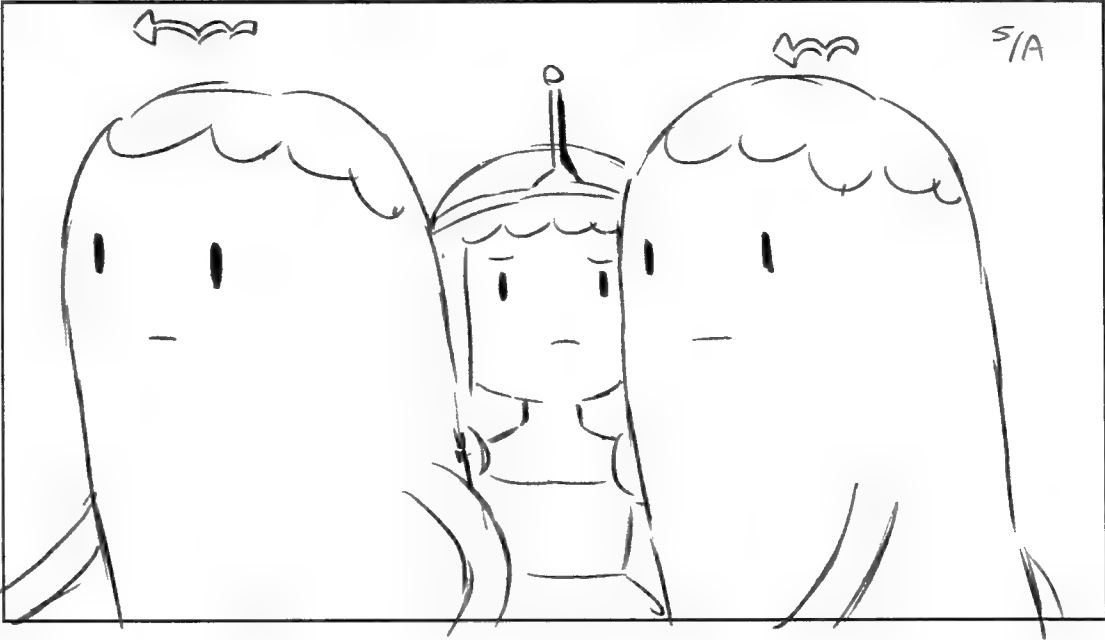
ADVENTURE TIME



Sc. 186 Pnl. F Bg. day night



Sc. 186 Pnl. G Bg. day night



Dialog:
Action:
Timing:

- B.GUARDS RUN ACROSS SCREEN.

EPISODE # 1042-251

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 186 Pnl. 4 Bg. day night

S/A

Sc. 186 Pnl. 1 Bg. day night

S/A

Dialog:	<p><u>PB</u>: I'LL ... BE IN MY ... QUARTERS.</p>	<p><u>PB</u>: IF, UH --</p>
Action:	<p>-BGUARD RUNS OFF/S.</p>	<p>-PB. takes a step back</p>
Timing:		

EPISODE # 1042-251  
Production :




© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.


ADVENTURE TIME



Sc. 186 Pnl. J Bg. day night




Sc. 187 Pnl. A Bg. day night



Dialog: PB: IF ANYONE ... -- PB: -- NEEDS ME. CANDY PEOPLE (MOANING)

Action: - PB TURNS AND RUNS OFF/S.

Timing:

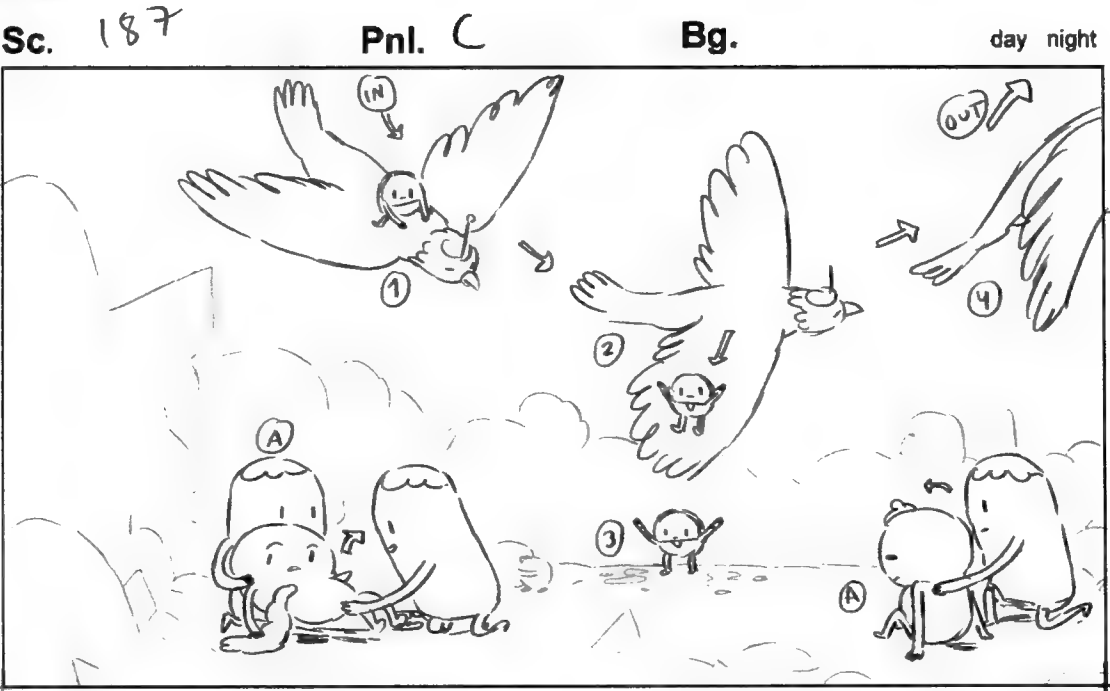
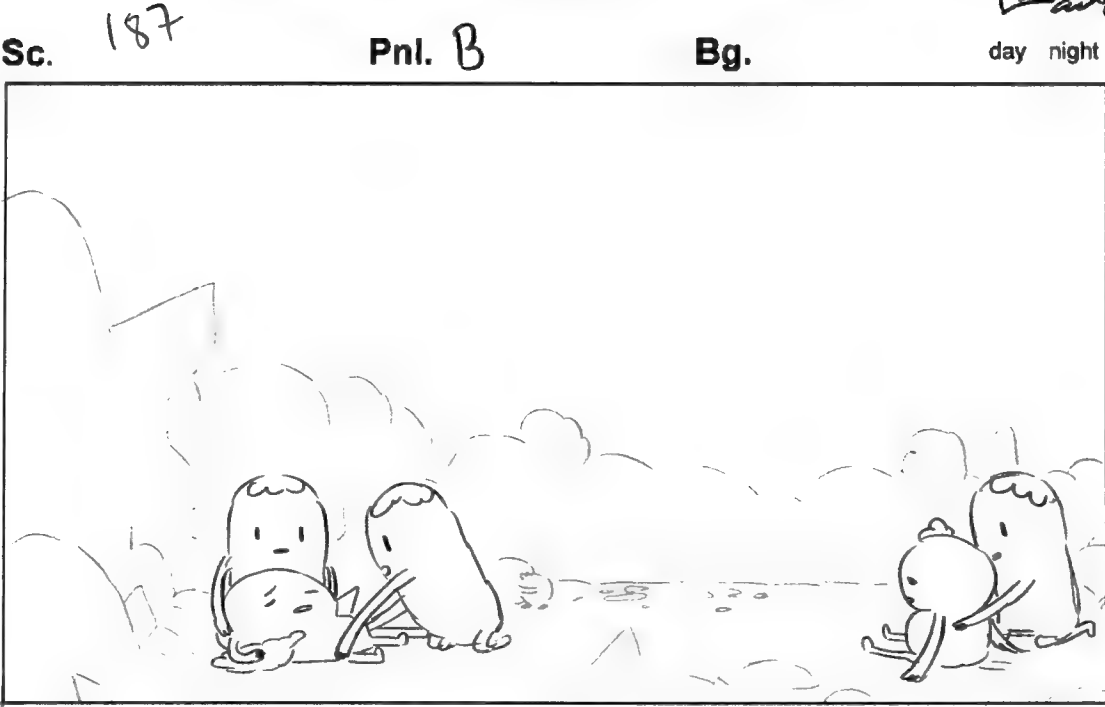


EPISODE # 1042-256 Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	BG#2 OK, HANG ON NOW.	WOUNDED CANDY #1 : [ GASP ]
Action:	-WC#1 SEES SPILLED FILLING.	
Timing:		

EPISODE # 1042-251  
Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

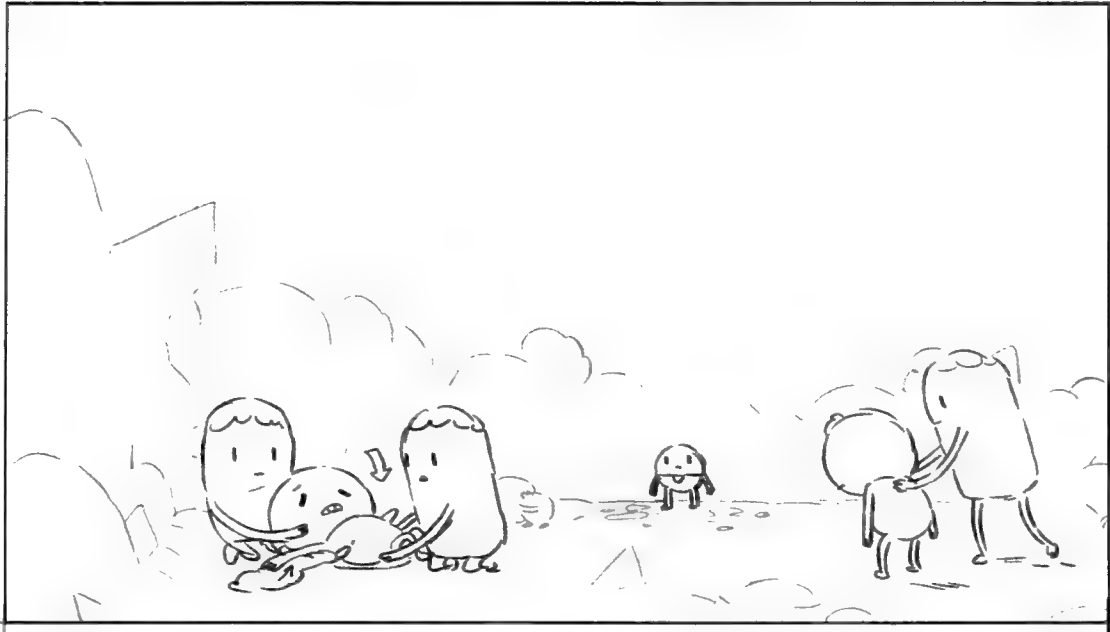


Sc. 187

Pnl. D

Bg.

day night

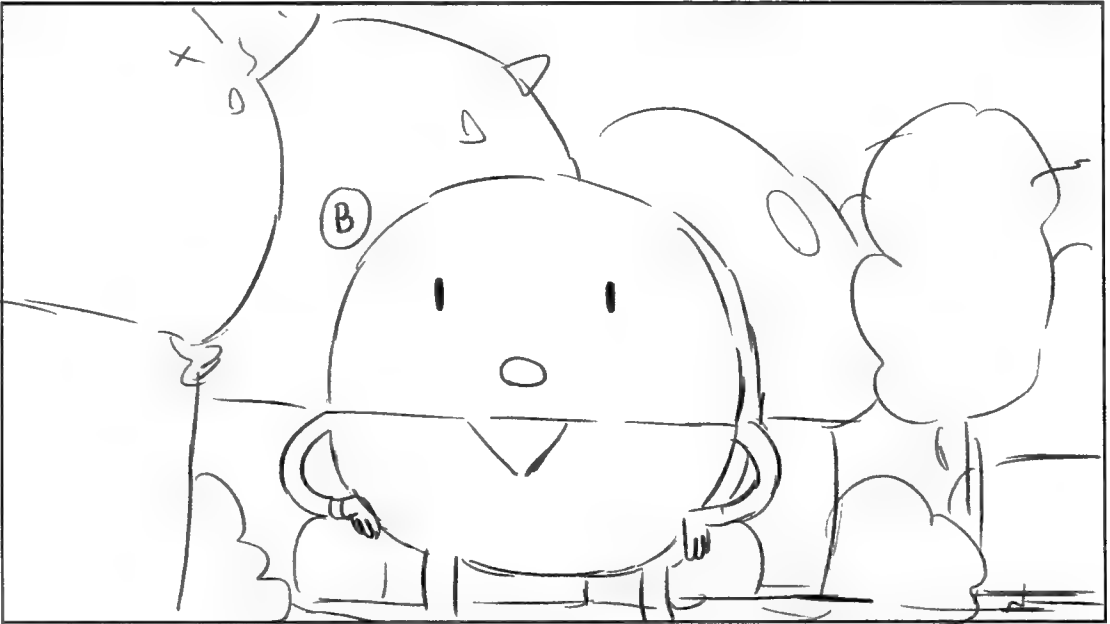


Sc. 188

Pnl. A

Bg.

day night



Dialog:	PEP: OH MY GOODNESS.
Action:	-WC#1 TRIES TO PUT FILLING BACK IN.
Timing:	



1042-251

EPISODE #

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

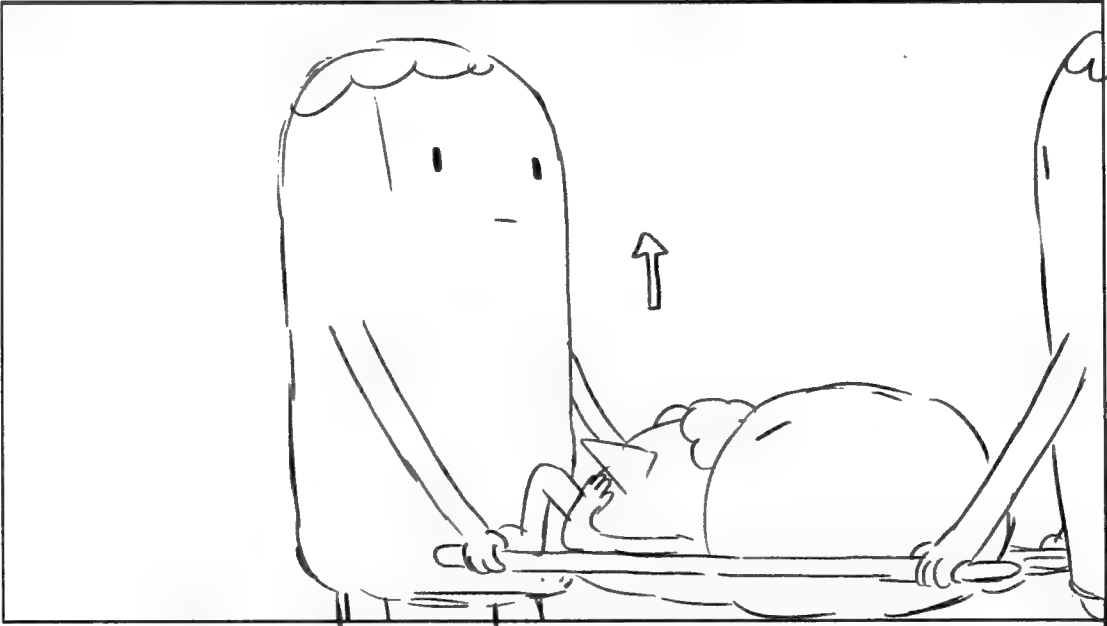
ADVENTURE TIME



Sc. 189 Pnl. A Bg. day night



Sc. 189 Pnl. B Bg. day night



Dialog:

Action: (bg blurry?) - B.GUARDS LIFT UP STRETCHER.

Timing:

1042-251  
EPISODE #  
Production :

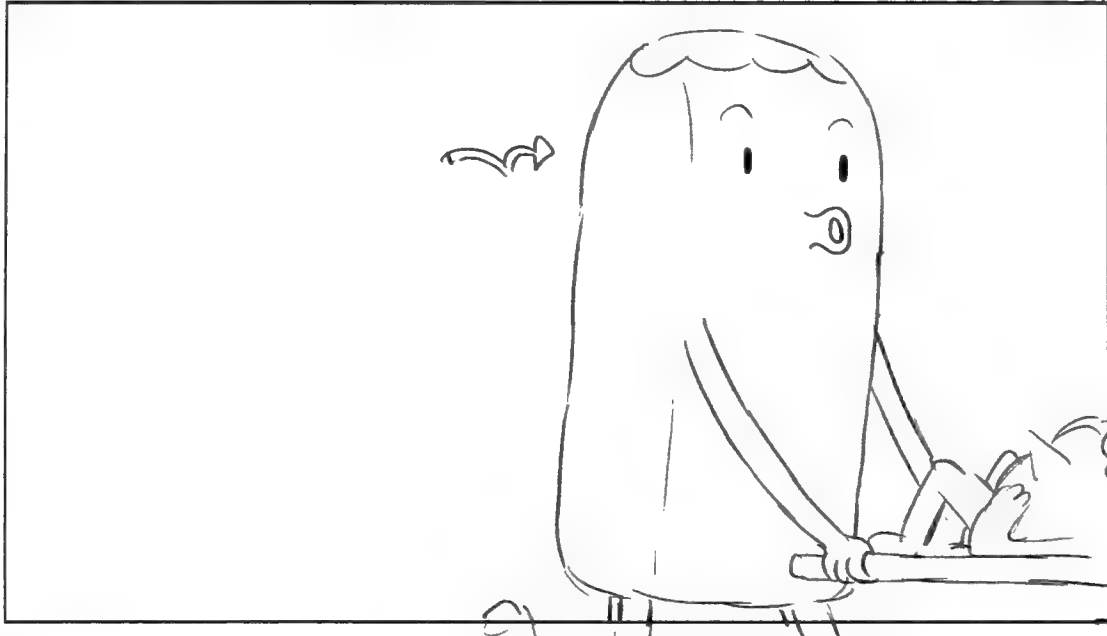


© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

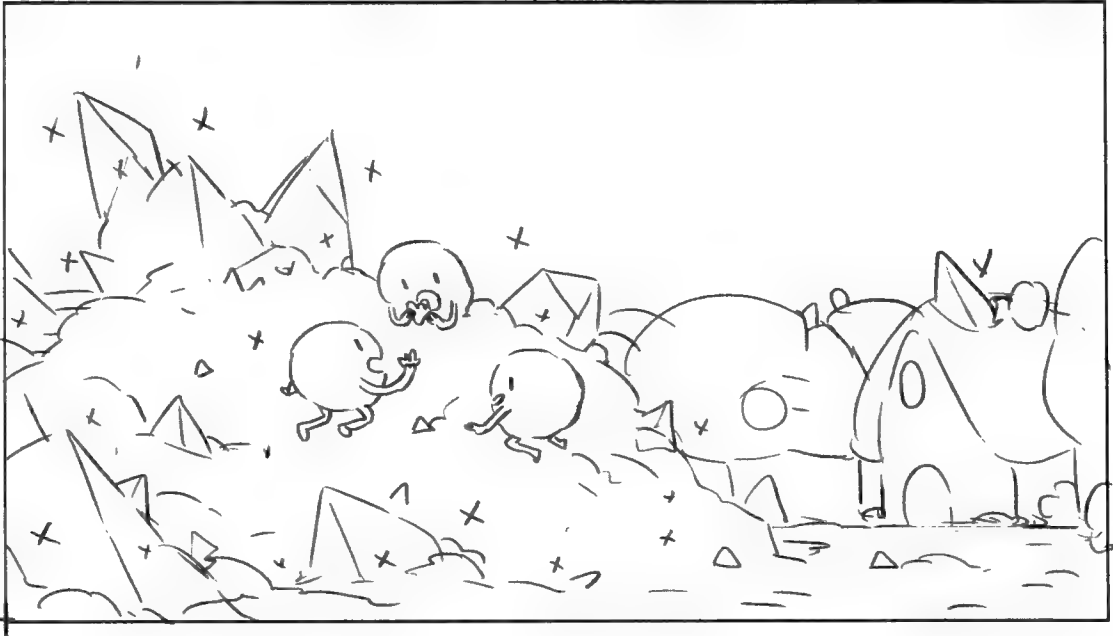
ADVENTURE TIME



Sc. 189 Pnl. C Bg. day night



Sc. 189 Pnl. D Bg. day night



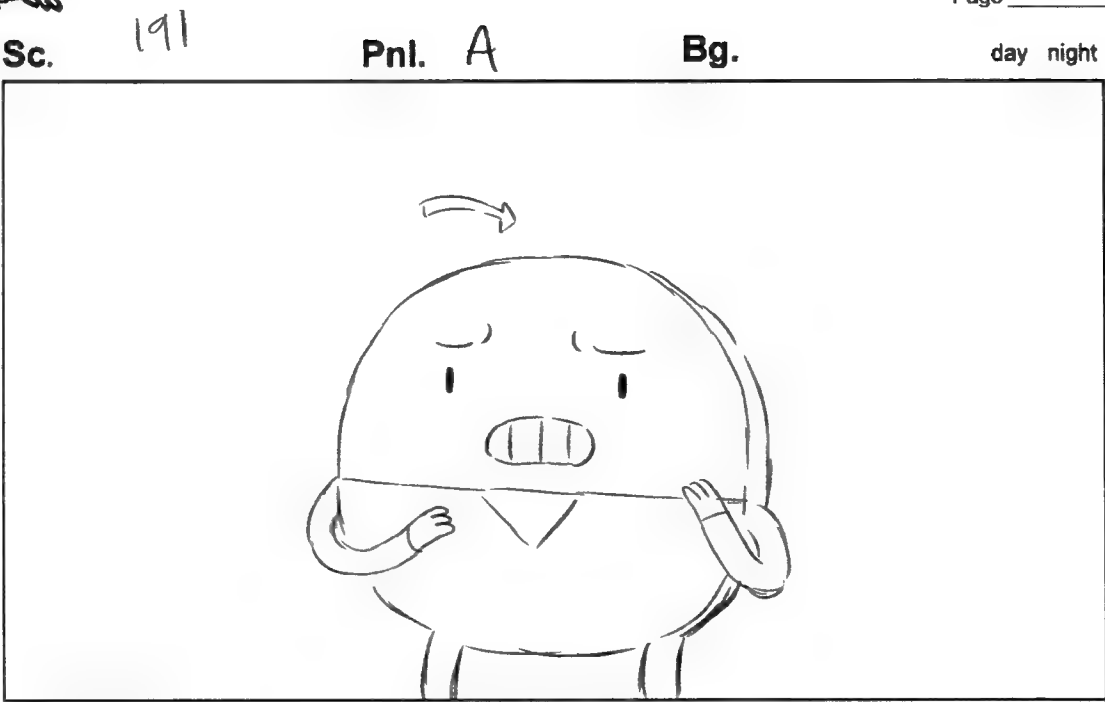
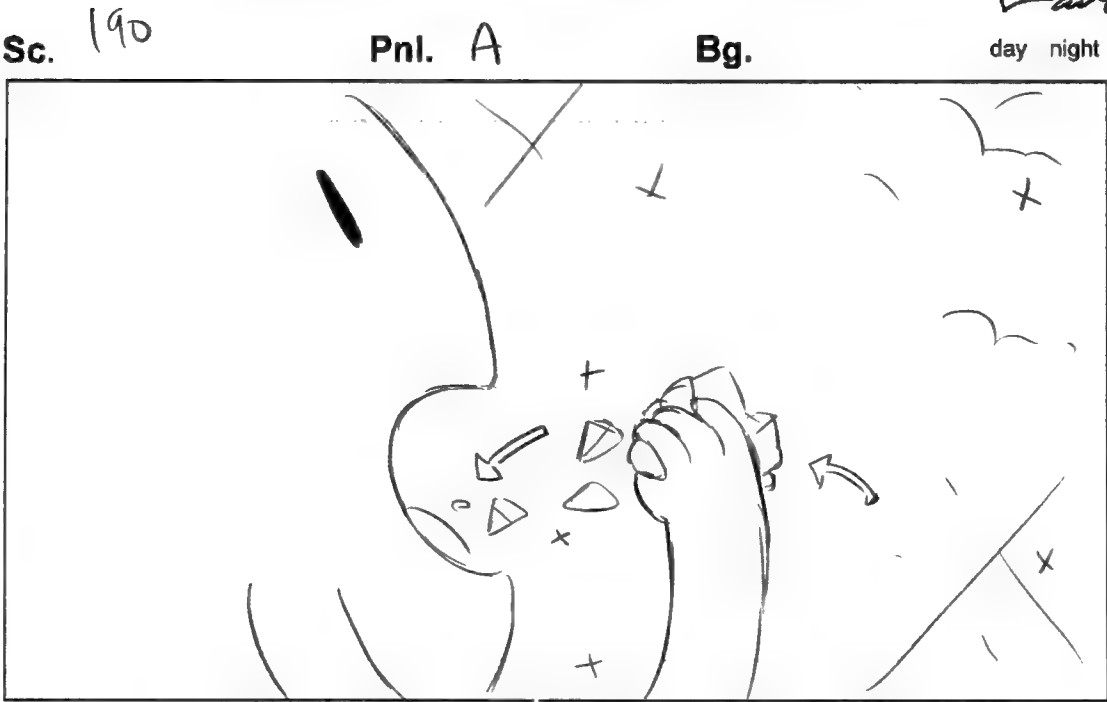
Dialog:	
BG #1 : WEE-OO-WEE-OO-WEE-OO	
Action:	- B. GUARDS RUN OFF/S. -BG SHARPENS INTO FOCUS.
Timing:	

EPISODE # 1042-251  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



<p>Dialog:</p> <p><u>CANDY KID</u>#! (LAUGHING w. DEEP SLO-MO VOICE)</p> <p>PEP: YEE!</p>	
Action:	<p>(slow-motion)</p>
Timing:	

1042-251

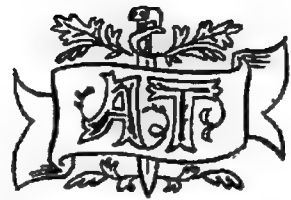
EPISODE #

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



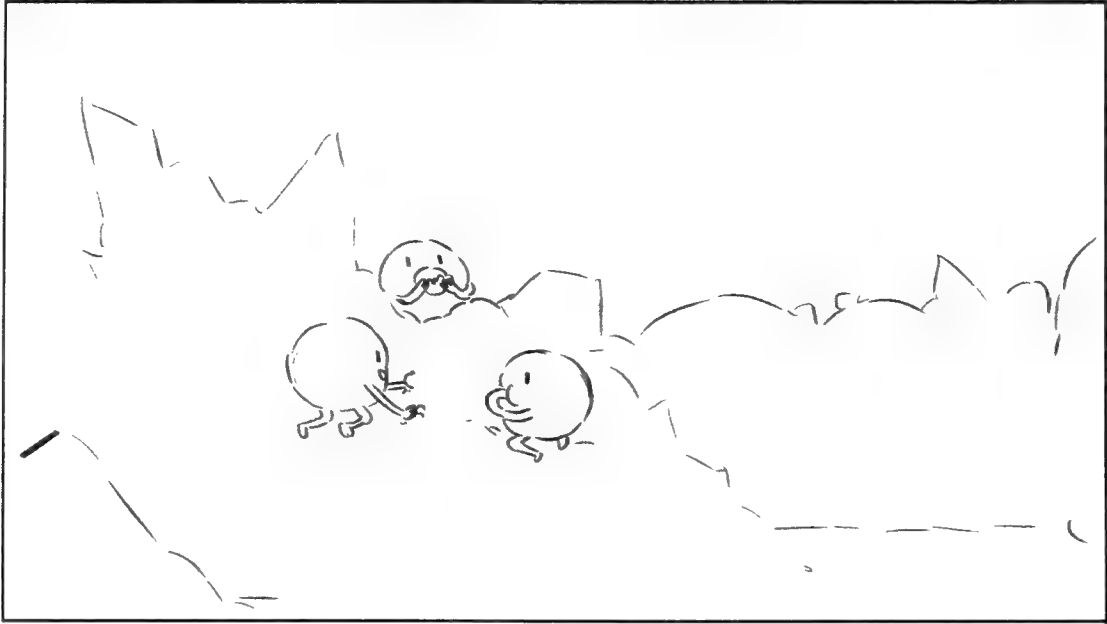
Page 300

Sc. 192

Pnl. A

Bg.

day night



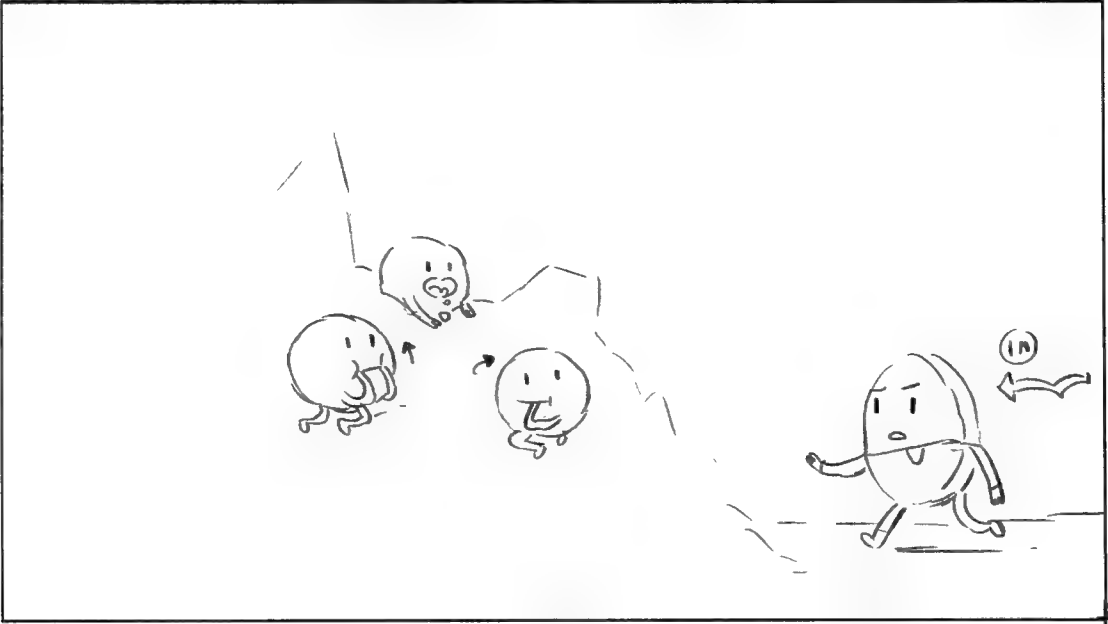
Sc.

192

Pnl. B

Bg.

day night



Dialog:	PEP: STOP THAT NOW!
Action:	-PEP BUT RUNS ON/S.
Timing:	

EPISODE # 1042-251  
Production :

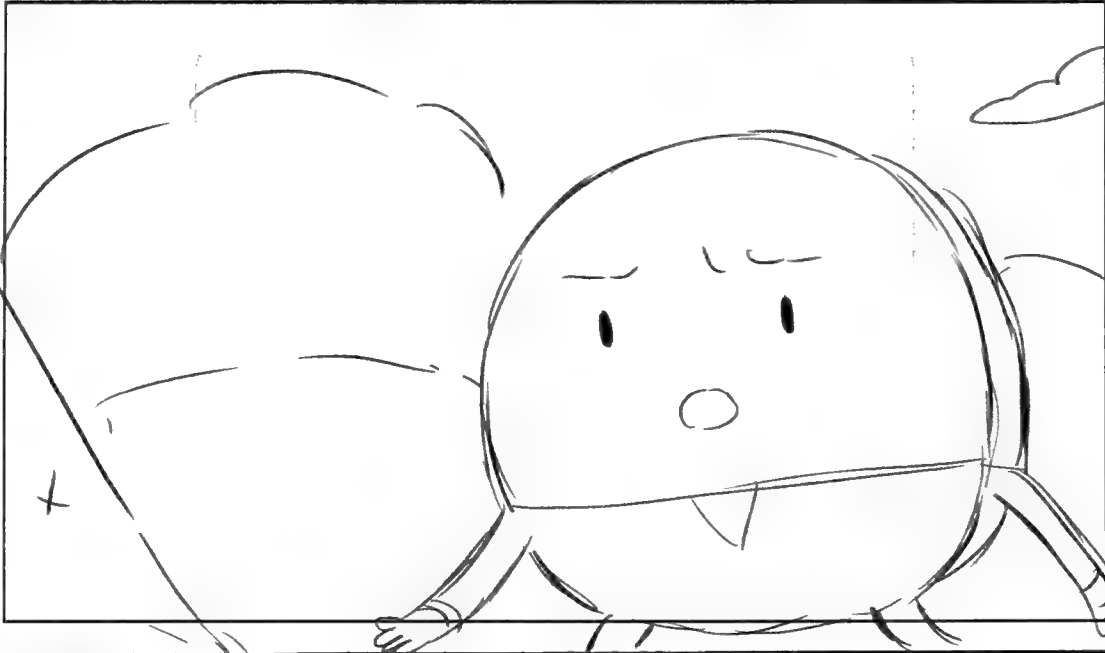


© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

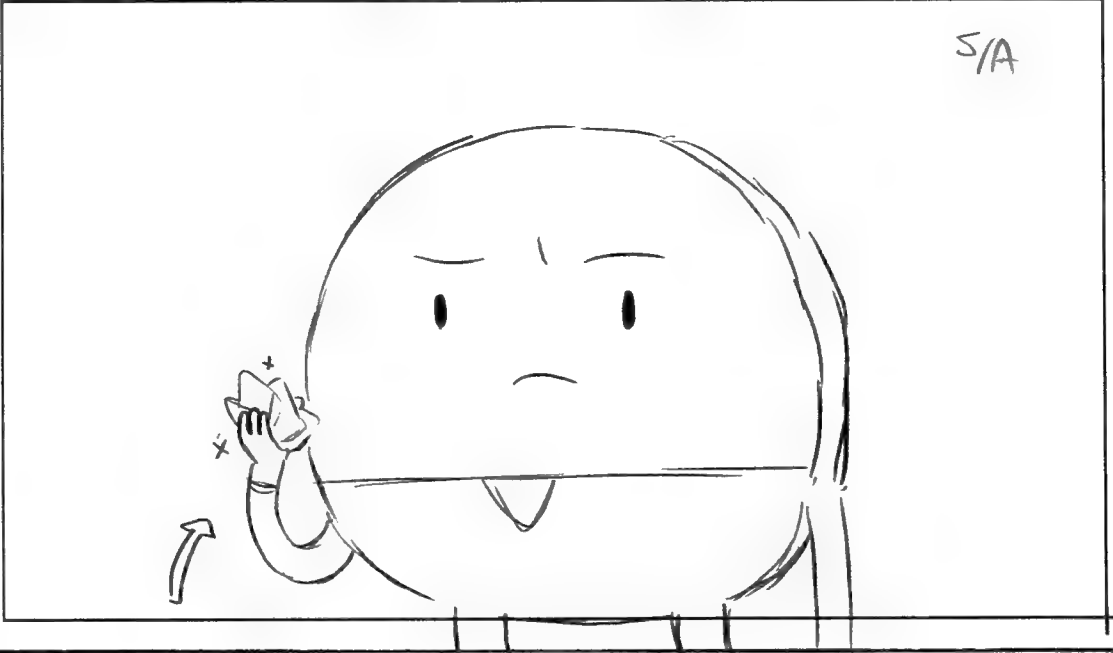
ADVENTURE TIME



Sc. 193 Pnl. A Bg. day night



Sc. 193 Pnl. B Bg. day night



Dialog:  
PEP: THAT STUFF WILL GRIND  
YOUR GUTS!

Action:  
- PEP BUT PICKS UP A HANDFUL  
OF FT FRAGMENTS.

Timing:

EPISODE # 1042-251  
Production :

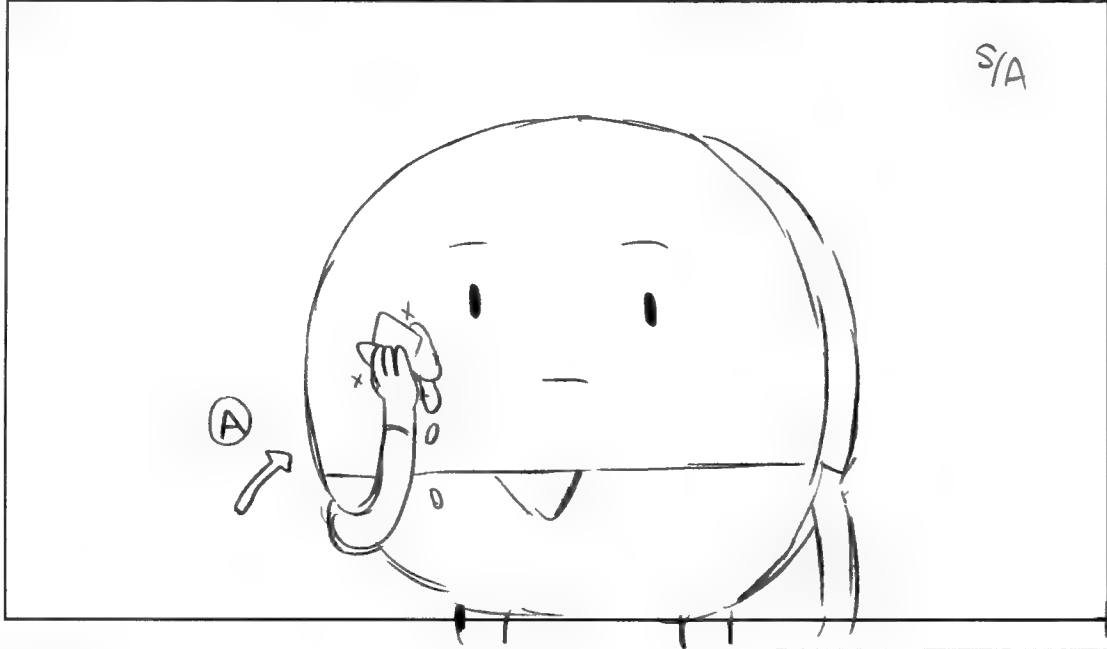


© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

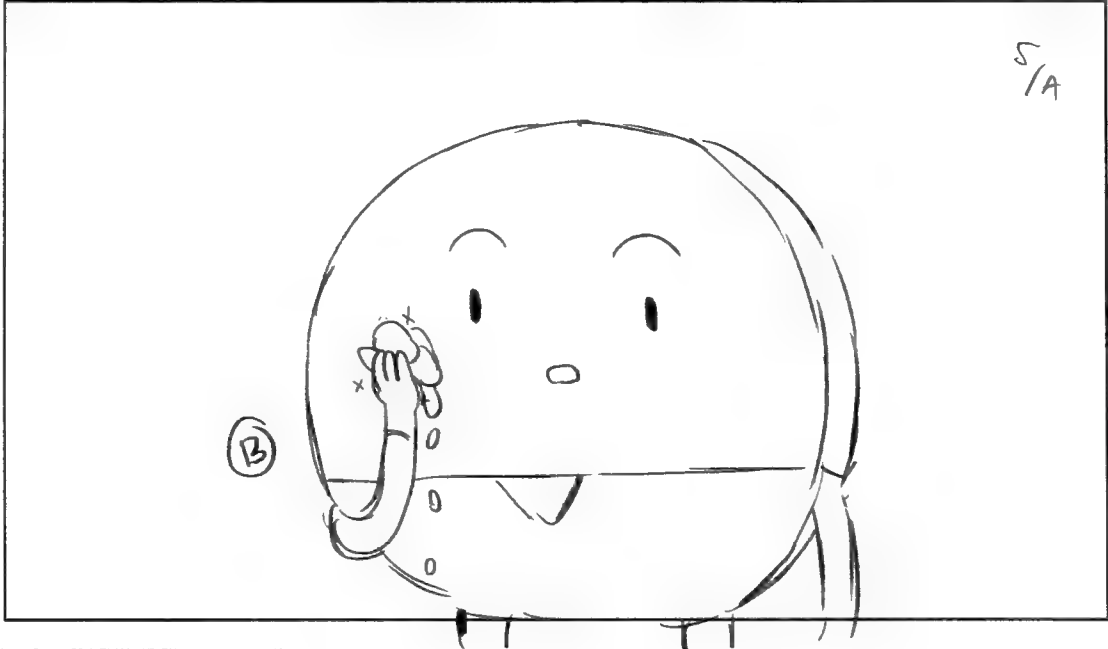
ADVENTURE TIME



Sc. 193 Pnl. C Bg. day night



Sc. 193 Pnl. D Bg. day night



Dialog:	
PEP : HUH ?	
Action:	
Timing:	

EPISODE # 1042-251  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



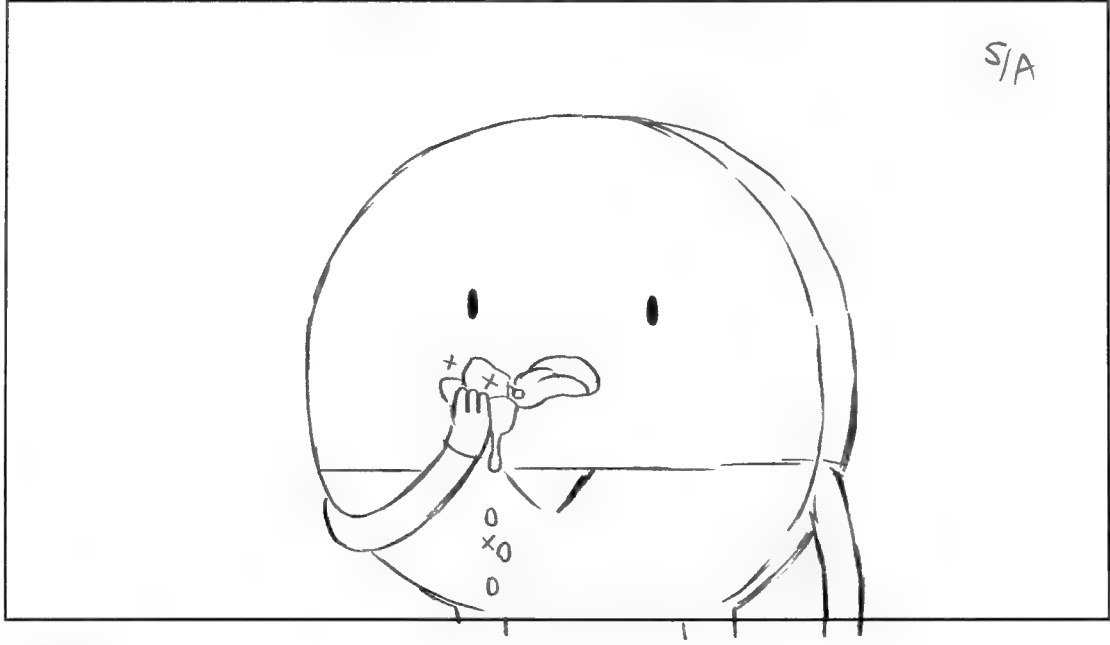
Page 303

Sc. 193

Pnl. E

Bg.

day night

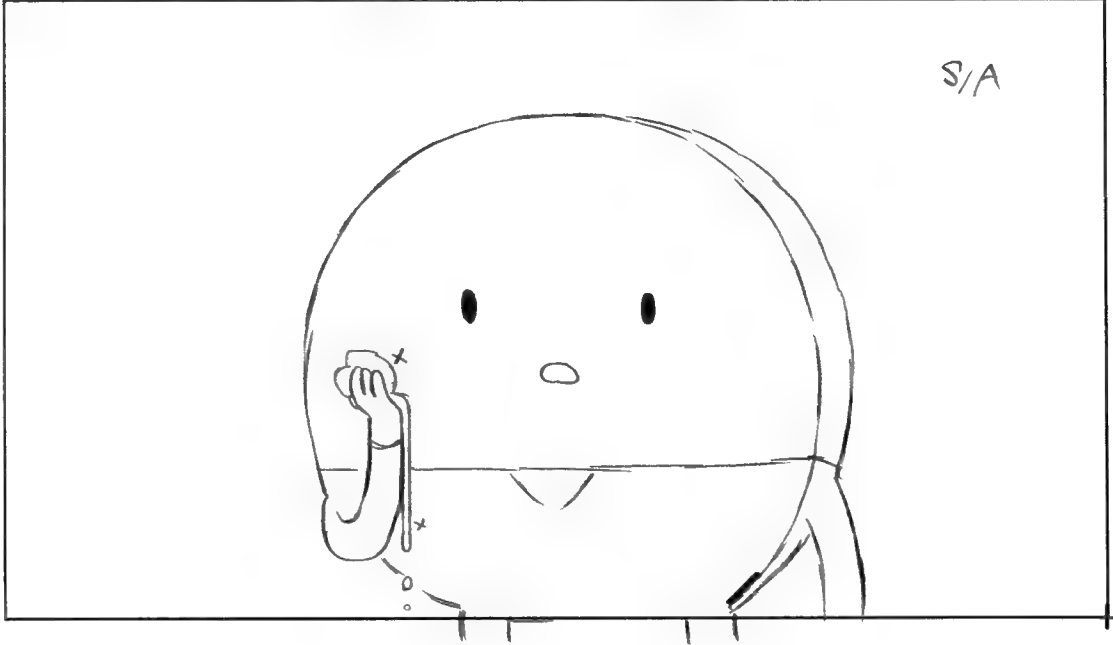


Sc. 193

Pnl. F

Bg.

day night



Dialog:	PEP: IT'S JUST SNOW...
Action:	- PEP BUT LICKS FRAGMENTS.
Timing:	

1042-251

EPISODE #

Production :

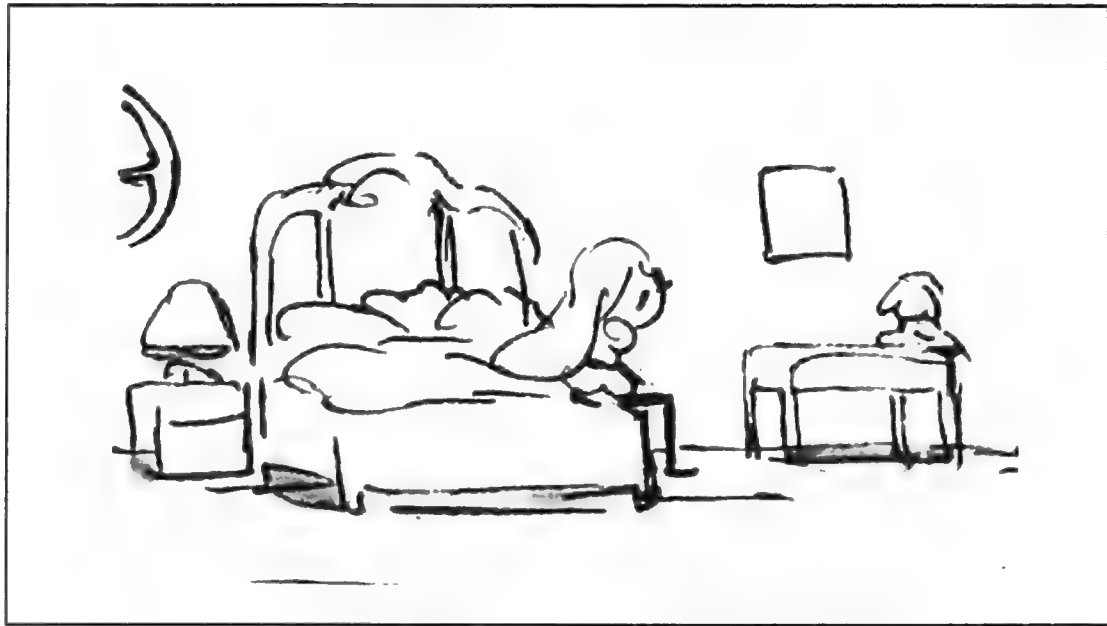


© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

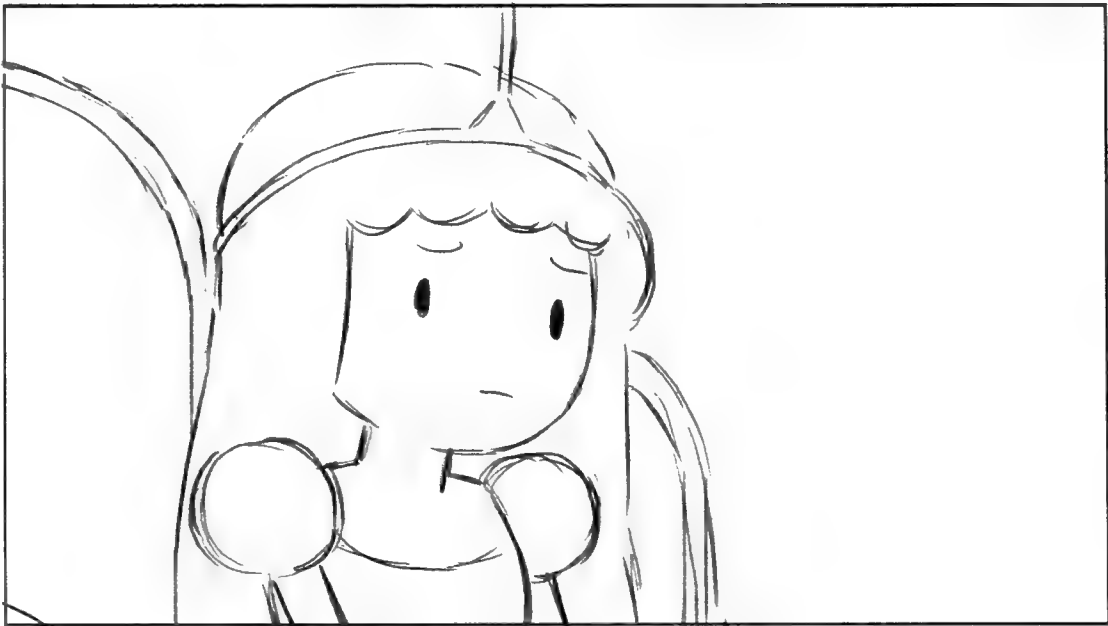
ADVENTURE TIME



Sc. 194 Pnl. A Bg. day night



Sc. 195 Pnl. A Bg. day night



Dialog:
Action: -PB'S BEDROOM INT. -PB SITS ON BED.
Timing:

EPISODE # 1042-251  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 195 Pnl. B Bg. day night

Sc. 196 Pnl. A Bg. day night

Dialog:	PB: <SIGH>	
Action:	- PB LOOKS AT HAND.	- JELLY BEAN IS HALFWAY EMERGED FROM PB'S PALM.
Timing:		

1042-251

EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be stolen from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

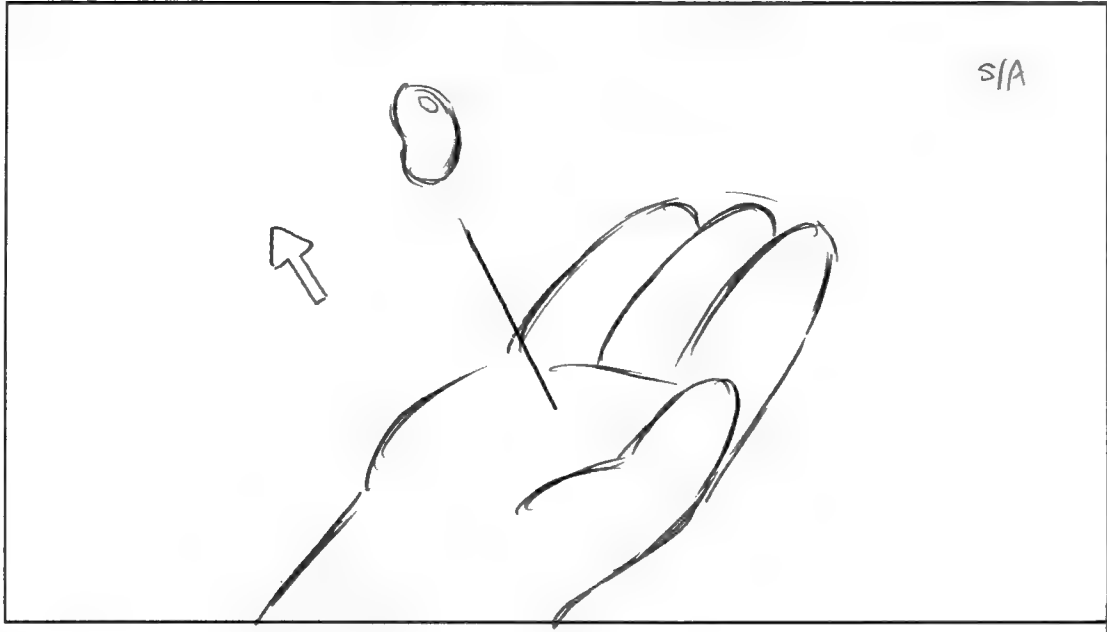


Sc. 196

Pnl. B

Bg.

day night



Sc. 197

Pnl. A

Bg.

day night



Dialog:

SFX: \* SHYUUUU! \*

Action:

-PB FIRES JELLY BEAN AT HIGH VELOCITY.

Timing:

Production :

EPISODE #

1042-251



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 197 Pnl. B Bg. day night

S/A

Sc. 197 Pnl. C Bg. day night

S/A

Dialog:	
SFX: * PEOW - PEOW - PEOW *	PB: OW!
Action:	
- JELLY BEAN RICOCHETS AROUND ROOM.	- JELLY BEAN BOUNCES OFF BED AND HITS PB ON THE BACK OF HER HEAD.
Timing:	

EPISODE # 1042-251 Production :




© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



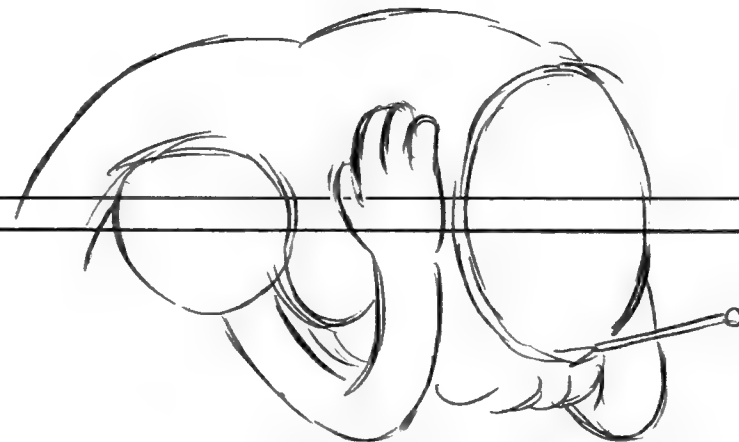
No  
P.309

Sc. 197 Pnl. D Bg. day night



S/A

Sc. 198 Pnl. A Bg. day night



Dialog:
Action: -PB DOUBLES OVER.
Timing:

EPISODE # 1042-251  
Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



No  
P.309

Page 310

198  
Sc. Pnl. B Bg. day night



198  
Sc. Pnl. C Bg. day night



Dialog:
Action:
Timing:

EPISODE # 1042-251  
Production :



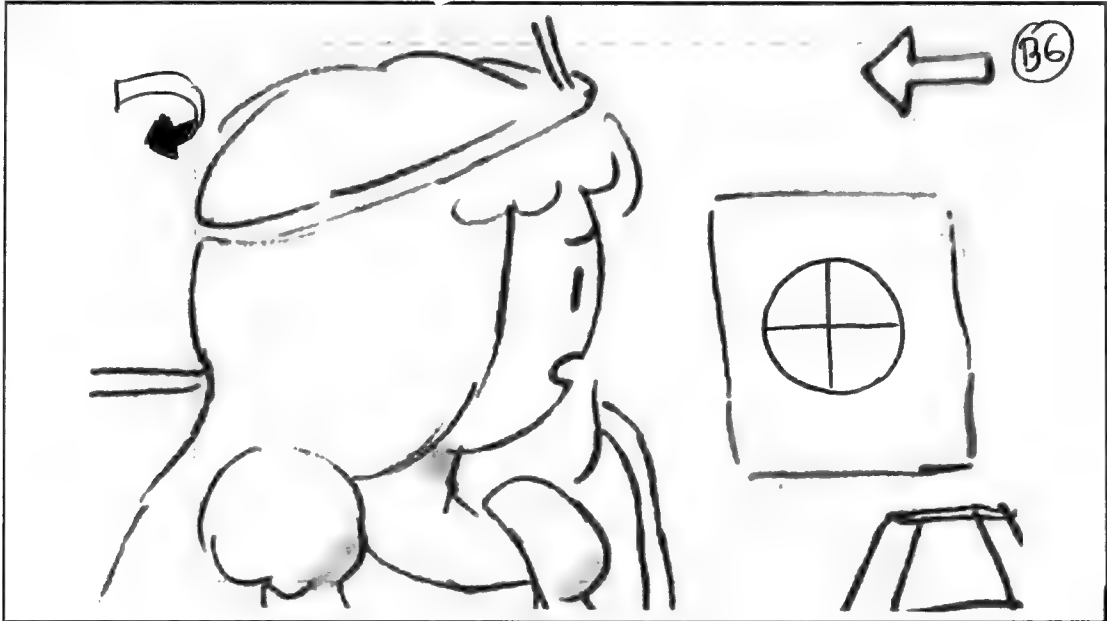
© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

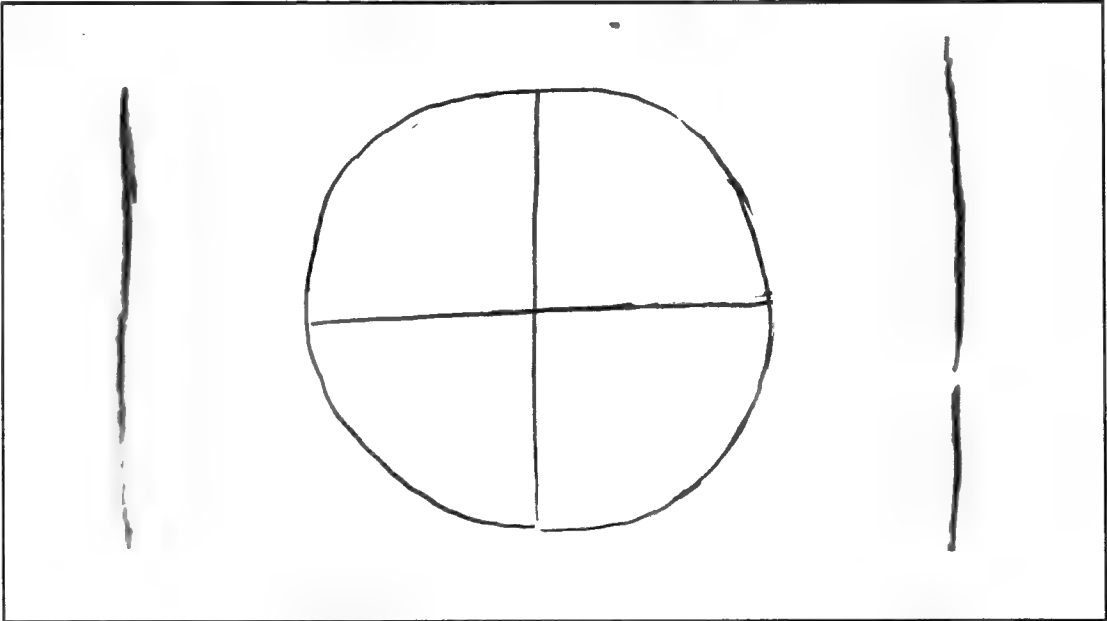


No SC. 199-200

198 Sc. Pnl. D Bg. day night



Sc. 201 Pnl. A Bg. day night



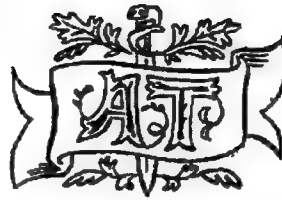
Dialog:	PB: MAAAN.	
Action:	- PB TURNS - BG PANS TO REVEAL PAPER ON WALL.	- CU of ELEMENTAL SYMBOL.
Timing:		

EPISODE # 1042-251  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



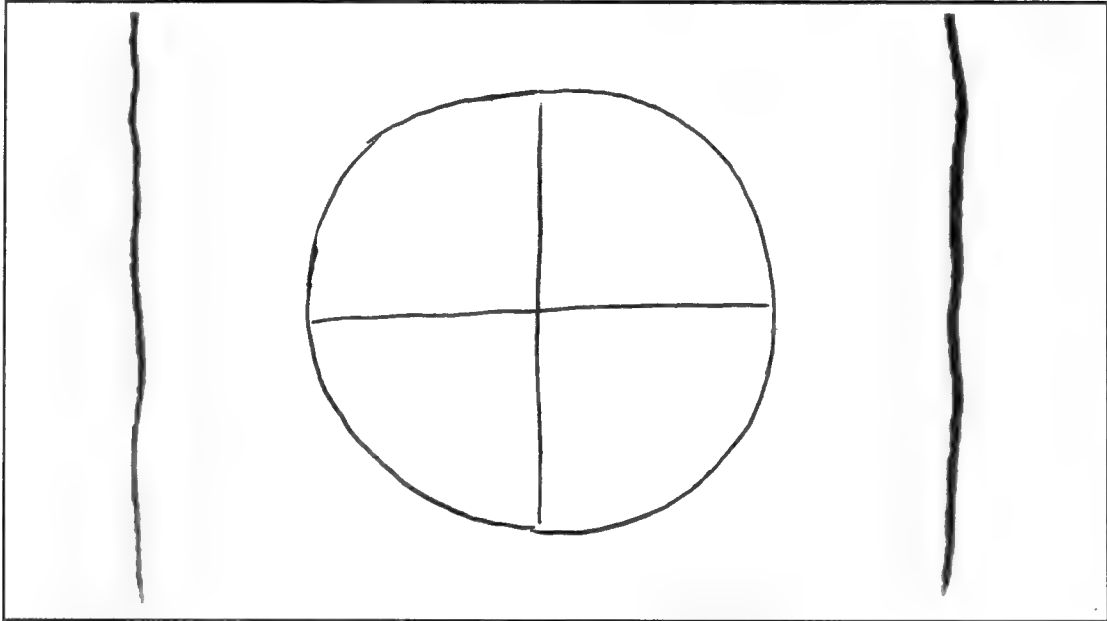
Page 312

Sc. 201

Pnl. "B"

Bg.

day night

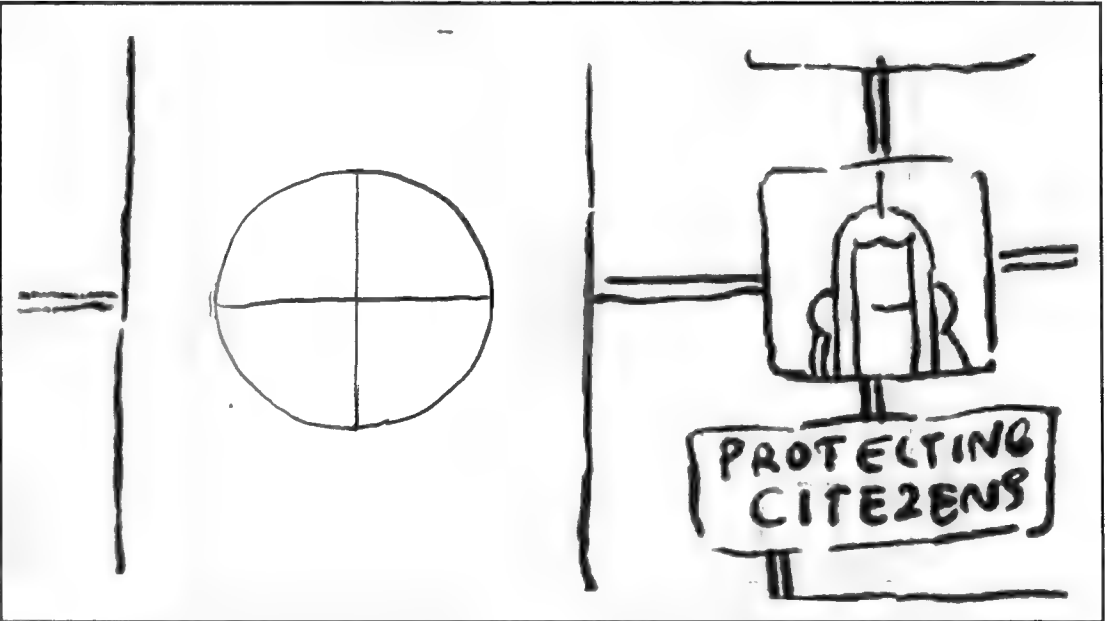


Sc. 202

Pnl. A

Bg.

day night



Dialog:

SFX: WHISTLE

Action:

- X DISSOLVE TO SAME  
SYMBOL ON ICE KINGDOM WALL.

Timing:

Production :

EPISODE #

1042-251



ADVENTURE TIME

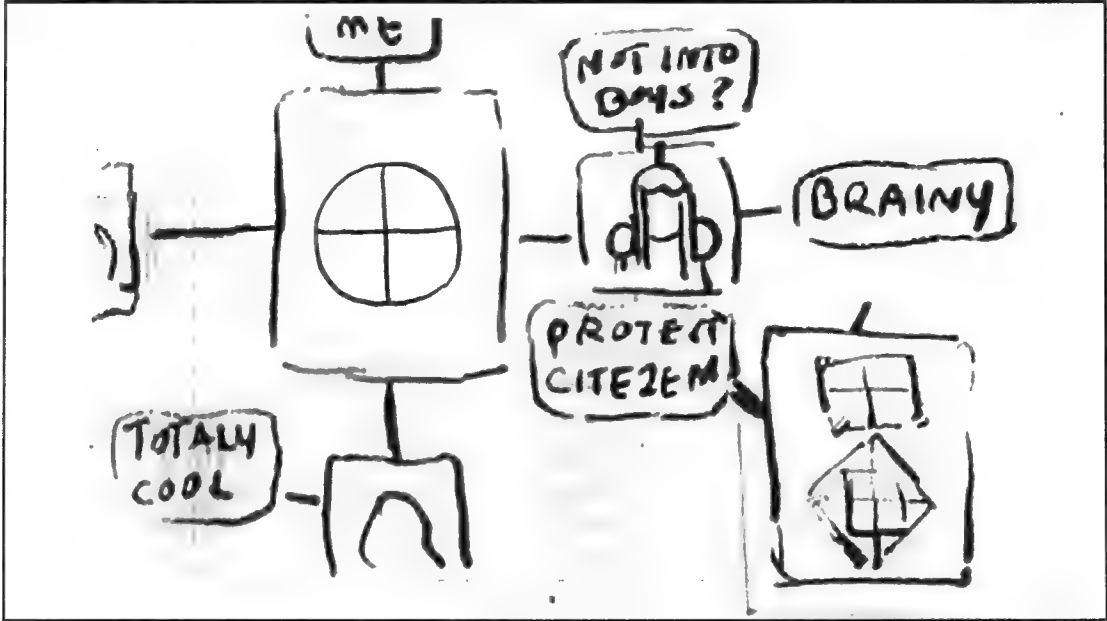


Sc. 203

Pnl. A

Bg.

day night

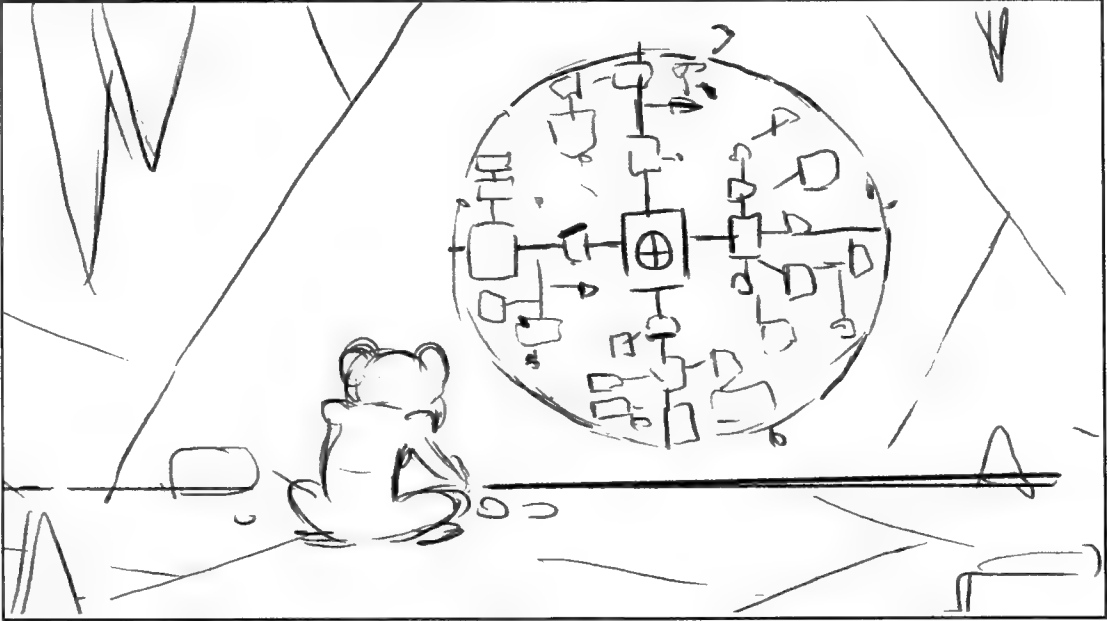


Sc. 204

Pnl. A

Bg.

day night



Dialog:	SFX: * WHISTLE *	
Action:	- REVEAL "CRIME BOARD" WITH INFO ABOUT PB, FLAME PRINCESS, AND SLIME PRINCESS. - PATIENCE SITS ON THE GROUND.	
Timing:		

Production :

EPISODE #

1042-251

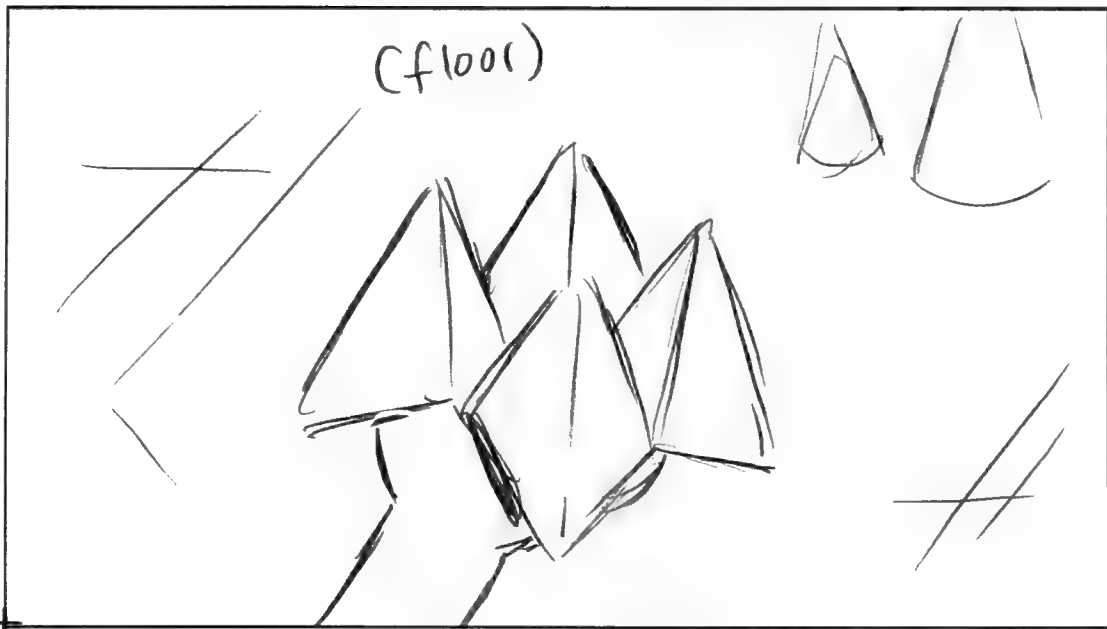


© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

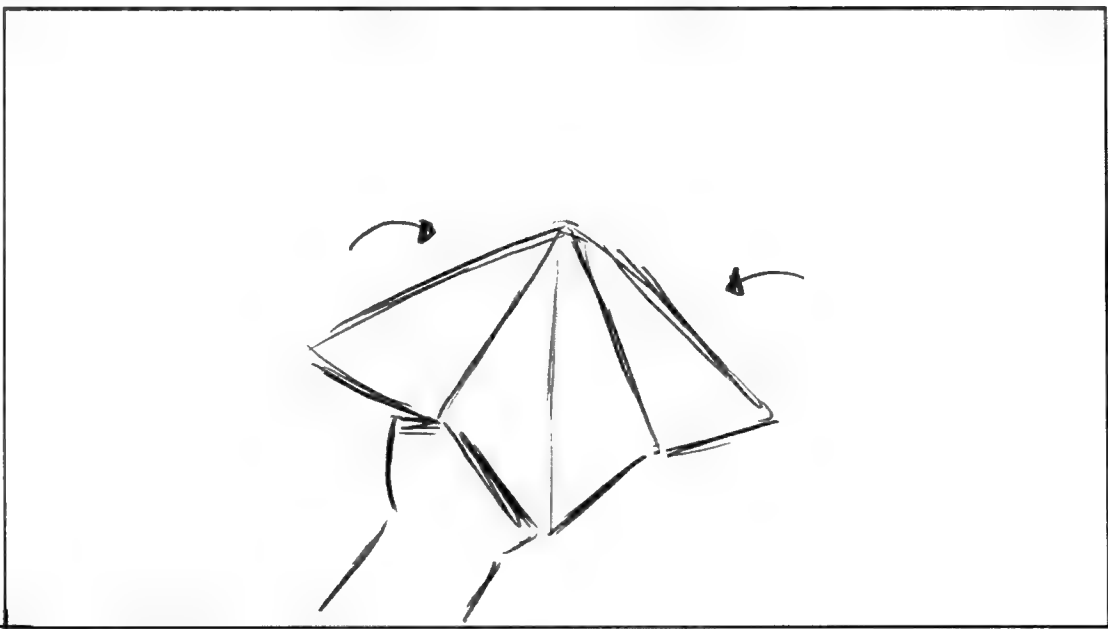
# ADVENTURE TIME



Sc. 205 Pnl. A Bg. day night



Sc. 205 Pnl. B Bg. day night



Dialog:	SFX : * FWIP * FWIP *
Action:	
Timing:	

EPISODE # 1042-250  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 206

Pnl. A

Bg.

day night

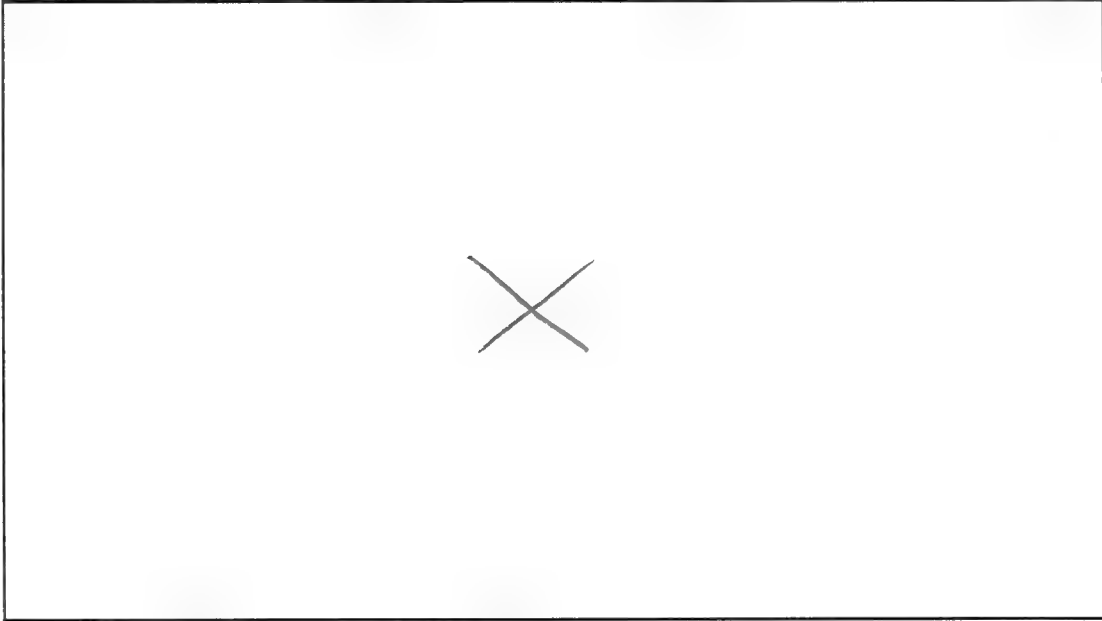


Sc.

Pnl.

Bg.

day night



Dialog:

SFX: CRUMPLE SOUNDS

Action:

-PATIENCE UNFOLPS FORTUNE TELLER.

Timing:

1042-251

EPISODE #

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 206

Pnl. B

Bg.

day night

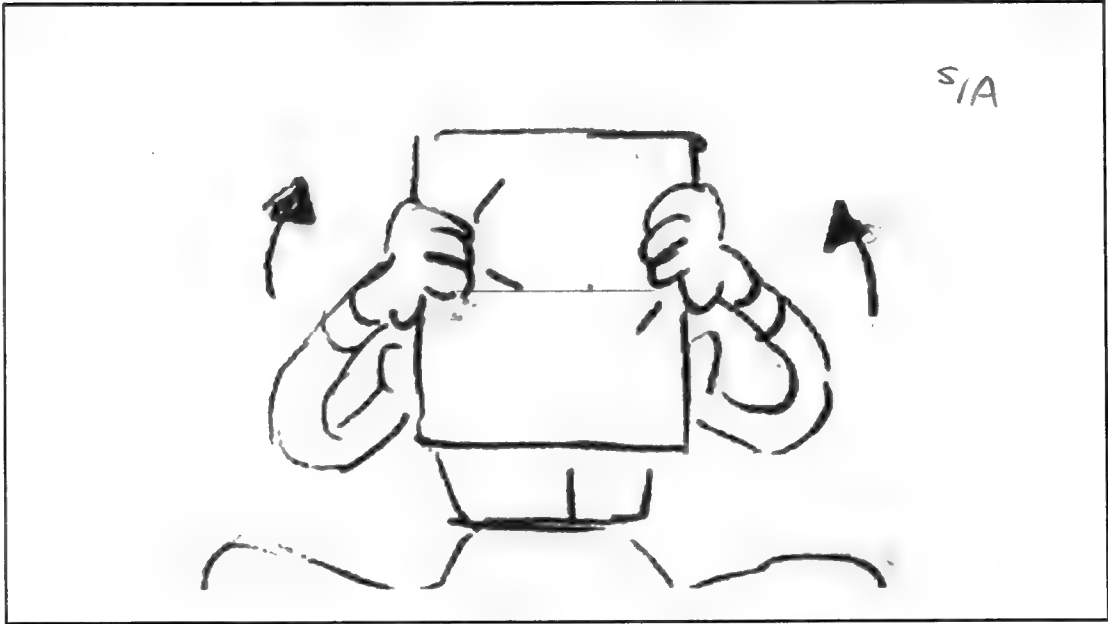


Sc. 206

Pnl. C

Bg.

day night



Dialog:
ST. P: WHISTLE
Action:
- PATIENCE HOLDS UP PAPER
Timing:

Production :

EPISODE #

1042-251



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

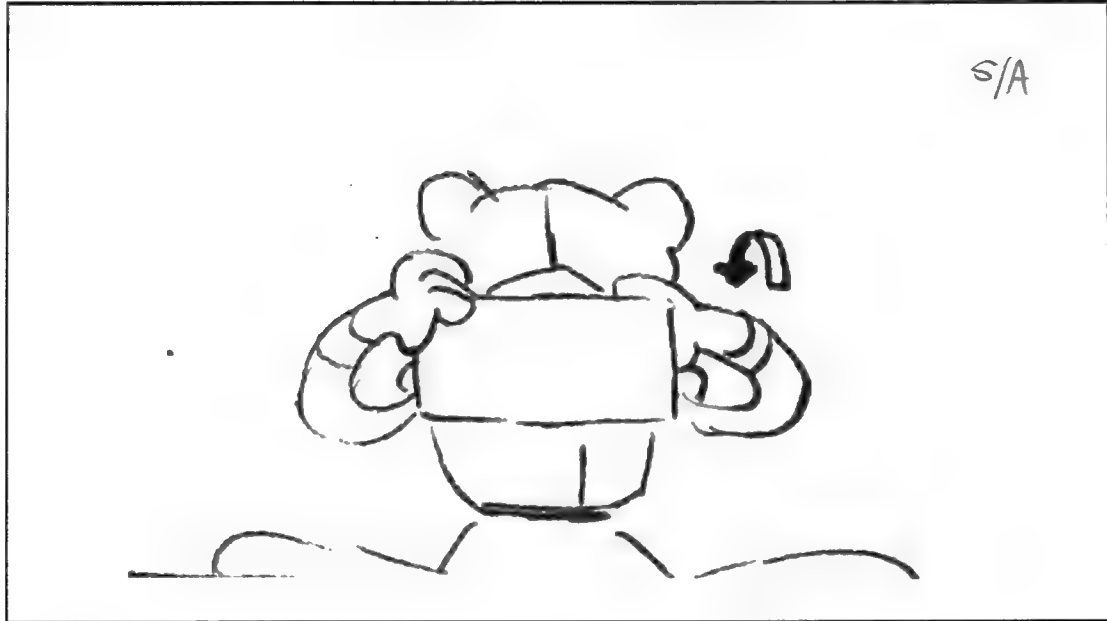


Sc. 206

Pnl. D

Bg.

day night



Sc. 206

Pnl. E

Bg.

day night



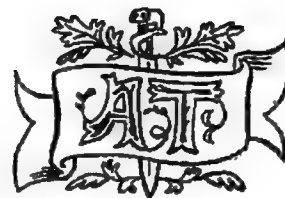
Dialog:
Action:
Timing:

EPISODE # 1042-251  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 206

Pnl. F

Bg.

day night



Sc. 206

Pnl. G

Bg.

day night



Dialog:
Action: -PATIENCE FOLDS PAPER AIRPLANE.
Timing:

Production :

EPISODE #

1042-251



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 206 Pnl. H Bg. day night



Sc. 206 Pnl. I Bg. day night



Dialog:
SFX: * KISS *
Action:
Timing:

EPISODE # 1042-251  
Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

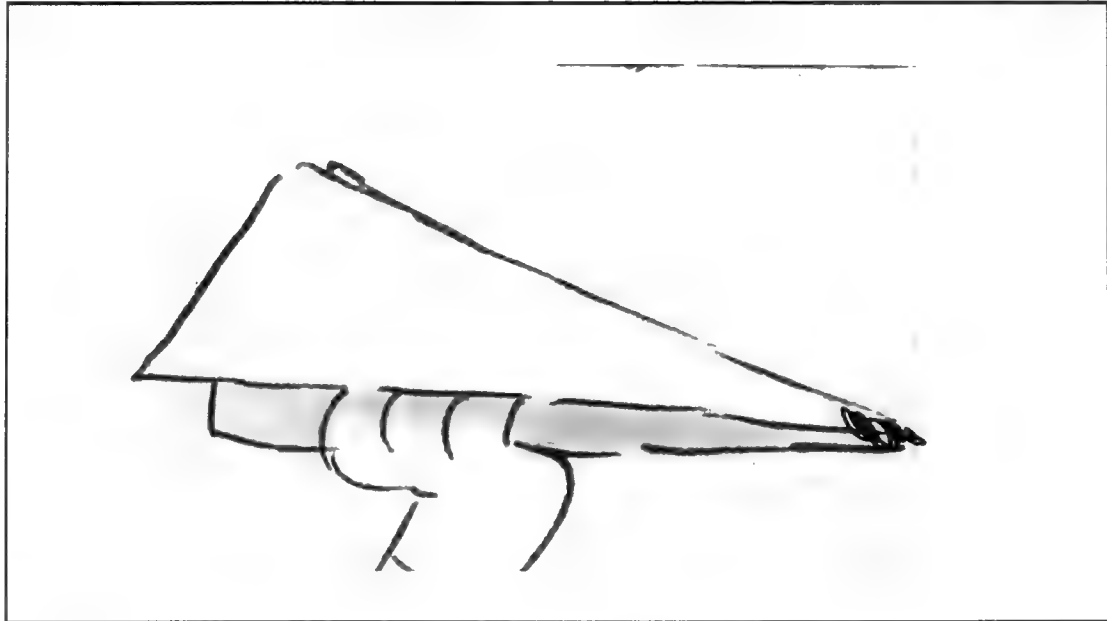


Sc. 207

Pnl. A

Bg.

day night



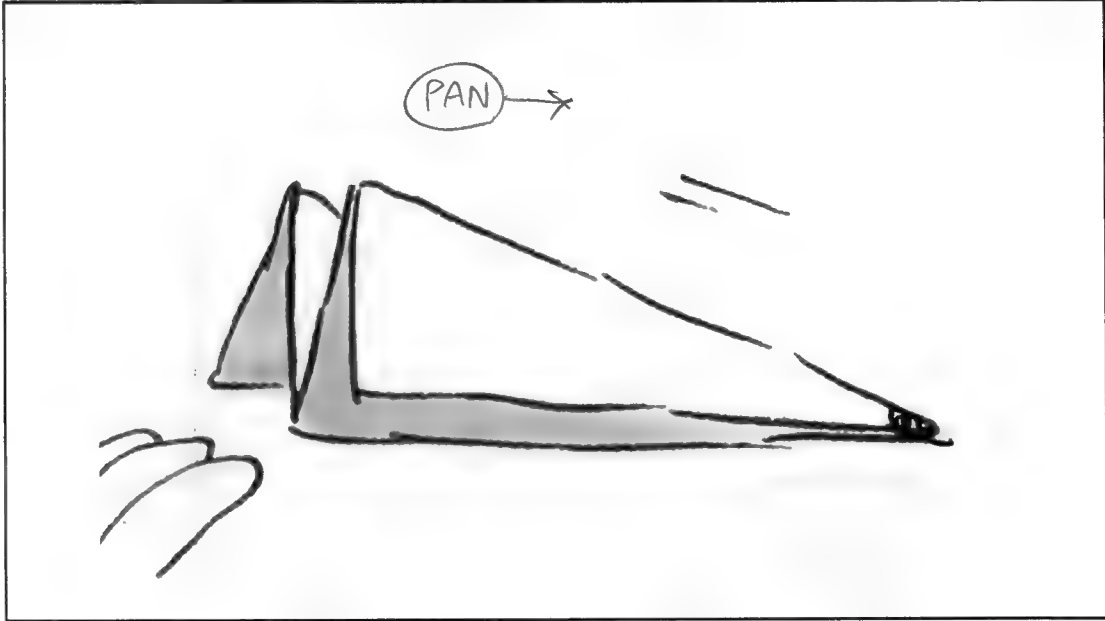
Sc.

207

Pnl. B

Bg.

day night



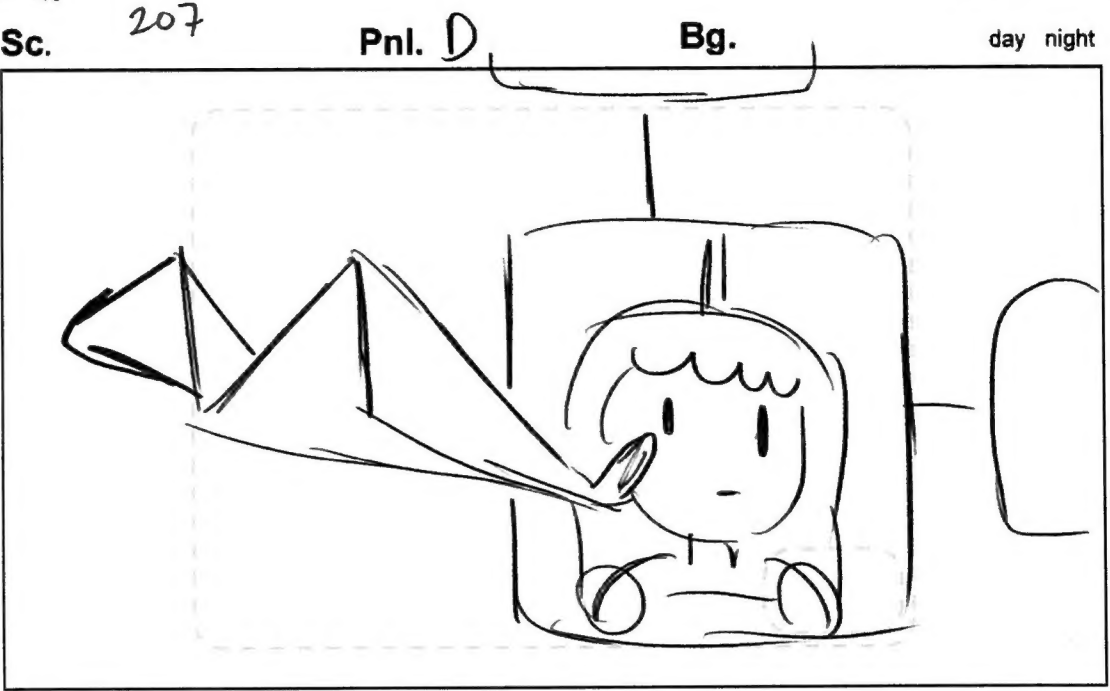
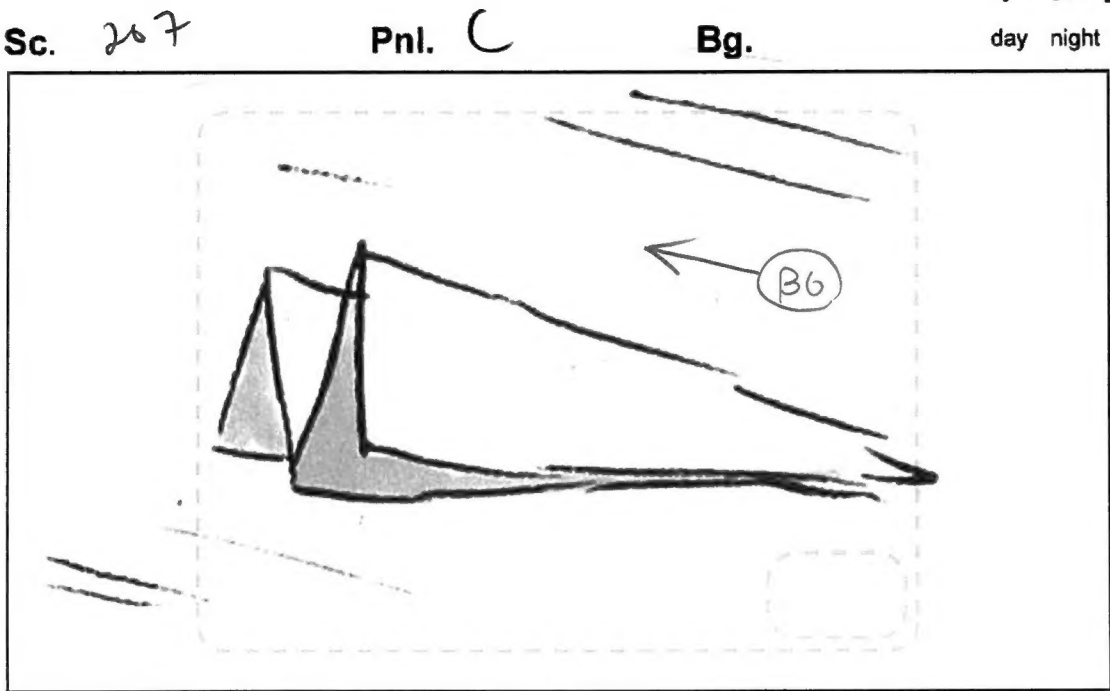
Dialog:
Action:
Timing:

EPISODE # 1042-251  
Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog:	
Action:	-PAPER AIRPLANE HITS PICTURE of PB.
Timing:	

EPISODE # 1042-251  
Production :



ADVENTURE TIME

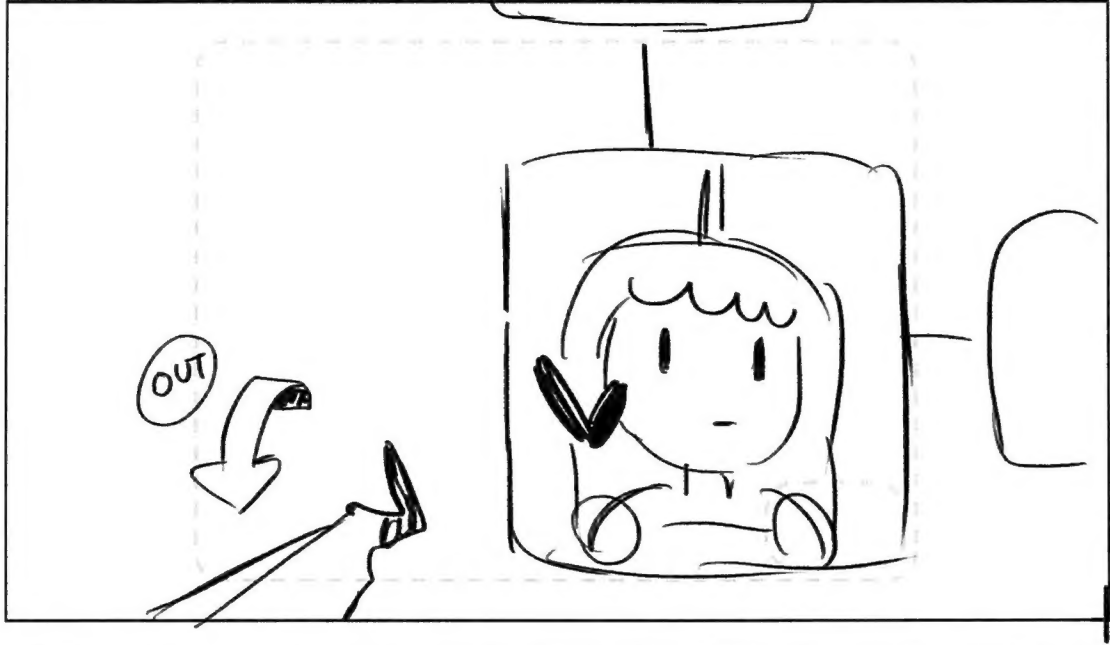


Sc. 207

Pnl. E

Bg.

day night



Sc. 208

Pnl. A

Bg.

day night



Dialog:	ST.P : * WHISTLE. *
Action:	(lipstick smudge)
Timing:	

1042-251

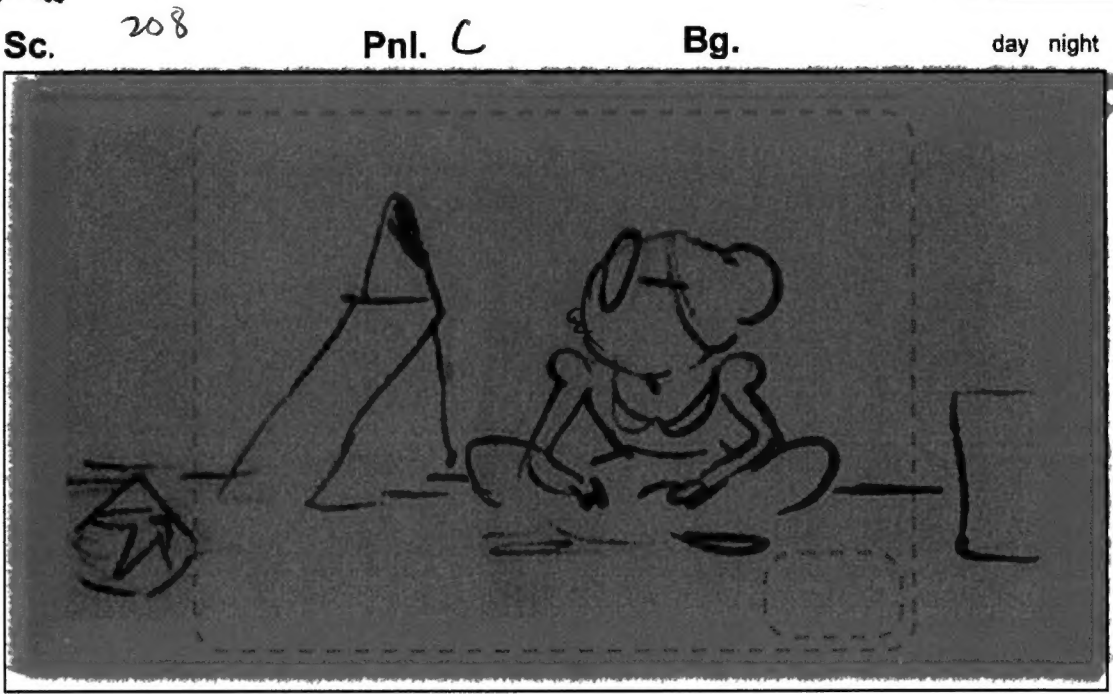
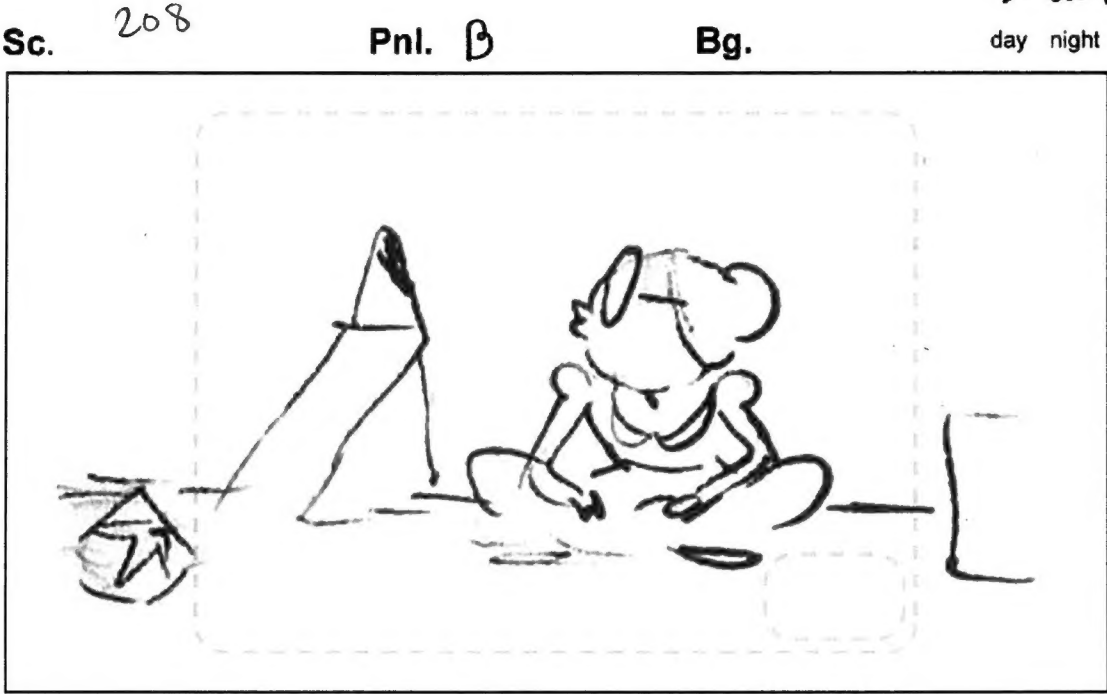
EPISODE #

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	<p>IK WILL YOU KEEP IT DOWN DOWN THERE! SOME OF US HAVE TO WORK TOMORROW!</p>	<p>IK: (O/S) GUNTER, GO TELL HER ...</p>
Action:		<p>- BEGIN FADE</p>
Timing:		

EPISODE # 1042-251  
Production :

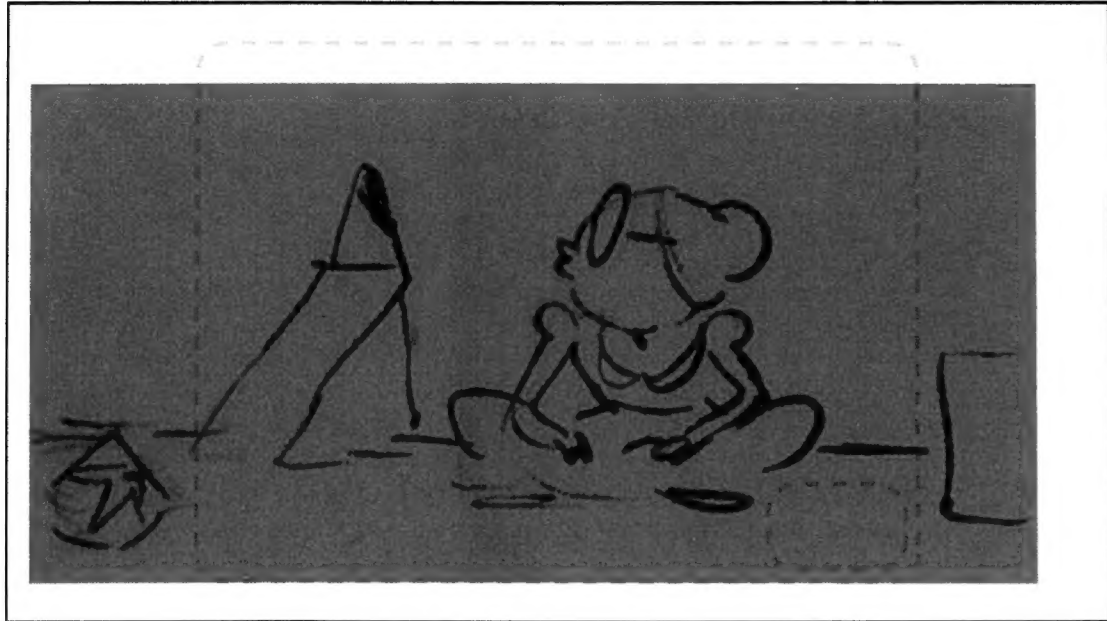


© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

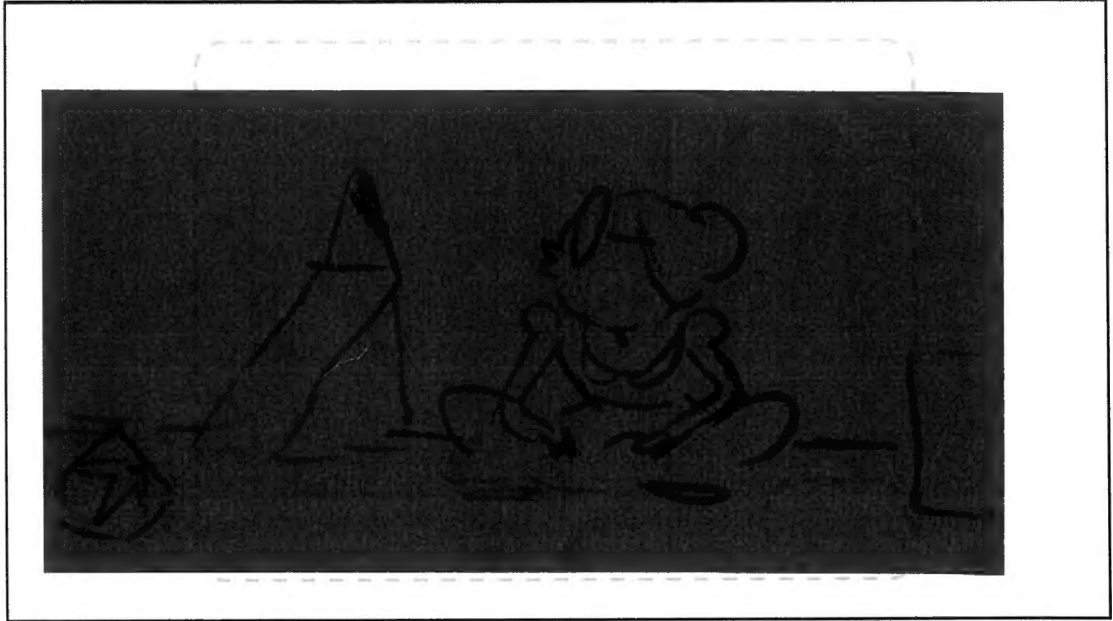
ADVENTURE TIME



Sc. 208 Pnl. D Bg. day night



Sc. 208 Pnl. E Bg. day night



Dialog:	<p><u>G</u>: WENK! WENK</p> <p><u>I.K</u>: NO. I'M <u>NOT</u> JUST TRYNG TO STEAL YOUR PILLOW...</p>
Action:	<p>-FADE TO BLACK</p>
Timing:	<p>THE END</p>

1042-251  
EPISODE #  
Production :